RWBY

Unofficial Tabletop RPG

Created by

Andrew Diederich

RWBY
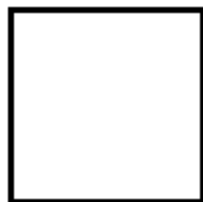## Unofficial Tabletop RPG
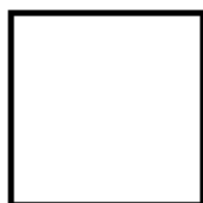
Strength
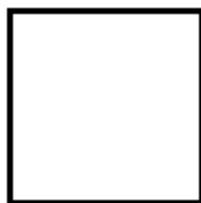
Willpower

Health
END+1

Emblem

Agility
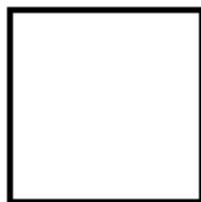
Perception
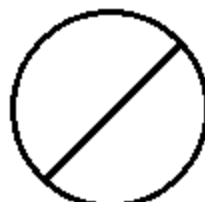
Aura
PER+10

_____ _____
Character Name   Gender

_____ _____ _____
Heritage   Color Scheme   Theme
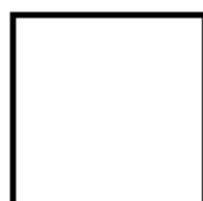
Endurance
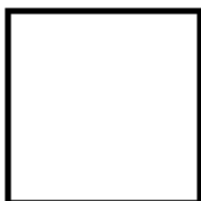
Discipline

Capacity
DIS+1

Semblance

_____
_____
_____

Melee Accuracy

Ranged Accuracy

Weapon

Name:_____

Styles: _____

Description: _____

_____
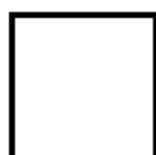
Specializations

_____
_____
_____
_____
_____
_____
_____
_____

Dust

Red   Orange

Yellow   Green

Blue   Violet

Brown   Pink

Black   White

Design

RWBY

Unofficial Tabletop RPG

ver. 20.7.25

Table of Contents

INTRODUCTION

Remnant is a world in which man has been brought to the brink of extinction. Driven back by the creatures of darkness known as Grimm, man was nearly helpless. However, in time, man's ingenuity led to the development of Dust. Dust is nature's wrath in physical form, and with Dust, man could bend the forces of nature, and by extension, the creatures of Grimm to his will. Since then, great Huntsmen and Huntresses have been selected and trained to protect man and all his kingdoms against the creatures of Grimm, who are always ready to strike at the first sign of weakness and destroy man forever.

RWBY (pronounced "Ruby") is an American anime created by Monty Oum and produced by Rooster Teeth Productions. Its unique style, art, and animation have inspired many dedicated fans to produce their own art, fiction, and stories set in this universe. The Unofficial RWBY Role Playing Game is an attempt to emulate the action-packed feel and over-the-top antics of RWBY and Remnant. The Unofficial RWBY RPG uses the "RoC System" of dice and mechanics to bring Remnant to the classic pen-and-paper tabletop genre. Like almost every "Tabletop" game that has come before it, the RoC System is a social experience. It is fueled mostly by imagination with a slight random element in the form of dice to keep things interesting. There is no winning or score or time limit. Cooperation is key. The game is meant to be played by a handful of friends gathered around a table, playing the roles of amazing characters, both heroes and villains, as they explore a mysterious and dangerous world. The RoC System is optimized for four players and one Game Master (GM), but groups as small as two to as many as six players is reasonable. Players assume the roles of Huntsmen and Huntresses in training that will become the first and last line of defense for Remnant. Each character is unique, with their own strengths and weaknesses, abilities, and backgrounds. They come from every kingdom of Remnant and enjoy a certain fame among the masses.

GMs shoulder the weight of every enemy, obstacle, and non-player character (NPC). The GM is the ultimate window into Remnant, part storyteller, referee, general, and actor. It requires the ability to plan epic adventures and improvise when the plan falls apart. The GM works both with and against players simultaneously, giving them obstacles to overcome but is never their enemy. It is a great responsibility to take on the role of GM, but no game would be possible without one.

Your Game, Your Rules

The GM has ultimate power over the game. A GM can overrule anything in this book to better suit the needs of their group. Nothing in this book is presented as the ultimate list of every possibility imaginable. It merely provides a backdrop for more to be built upon. Especially when it comes to character creation, stifling creativity and barring certain ideas should always be avoided. The goal of this game, like any game, is to have fun.

Characters under the RoC system are extremely powerful. They are superheroes, capable of amazing feats on a regular basis. Characters are difficult to hurt and are skilled at most anything they set their mind to. The RoC system is not meant as a realistic simulation of life, but as a casual romp through a world of monsters and heroes.

Story

Cooperatively telling a story is a major aspect of playing a tabletop role-playing game. It is the GM's responsibility to present the story, and the player's responsibility to drive it forward. The story can be anything from a simple extermination of Grimm to a complex political game involving the Council, backroom deals, and mysterious benefactors. GMs should have a story in mind when first building a team of players and should also be prepared for players to take an entirely different path than expected.

Ultimately, this system is designed to allow players to build whatever character they want, however they want. Characters all across the spectrum are viable, and the world of RWBY is a place where the serious and the ridiculous are at home side by side.

The Basics

To play the RoC System, players will firstly need some pencils, paper, and dice. Most dice, such as those found in common household board games, are six-sided cubes, called a d6. When referring to different varieties of dice, the term "#d#" will be used a great deal. The first "#" stands for the number of dice, and the second "d#" refers to the number of sides on the die. The RoC System uses two kinds of dice: six-sided (d6) and ten-sided (d10), often using several of each at once. Dice can usually be found in hobby shops or online. There are also many digital options such as number generators if all else fails. The minimum requirements are 2d10 and 1d6, but this will quickly become inadequate. Other useful tools are calculators, maps, and character tokens. The RoC System does not require the use of a battle grid as is the case in many other tabletops, but a spacial reference is often helpful.

Every player except the GM begins with 2d10. The GM will never need to roll any dice. These first two dice should be marked or be a different color than any other dice, as they are unique to that player. These are called their "Natural Dice". When a character attempts an Action, they will roll a Skill Check. A Skill Check accompanies any Action that is more difficult than any normal everyday activity. Whether it be it performing acrobatics, avoiding hazards, or attacking enemies, Skill Checks begin with rolling 2d10 and adding the two resulting numbers together. Next, the relevant two Base Attributes are added to the result. Which kinds of Actions fall under what Attributes will be covered in the Attributes Section. Any time when both die have a result of 10, it is called a "Natural 20".

A Natural 20 is regarded as an automatic success on a given Check and usually means that it has been passed with flying colors. However, the same concept applies for two results of 1, which is called a Natural 2. A Natural 2 automatically fails and can complicate things drastically. It is almost always better to roll higher than it is to roll lower. Only the player's first two Natural Dice can be a critical success or failure. As the game continues, the players pool of dice will increase from 2d10 to 3d10, then to 4d10, and so on, but the two Natural Dice remain unique.

Skill Checks are presented to players as the Attributes that contribute most appropriately to the task the character is trying to accomplish. GMs do not need to present the threshold of a Check to players when not all the information is available to them, such as when making a leap of faith in the dark. All Skill Checks come in increments of 5, starting at 10.

Damage is different from a Skill Check. Specifically when rolling Attacks, a player rolls a Skill Check for Accuracy to determine if they hit the opponent. If they succeed, they may roll Damage. Damage usually starts as 1d6 but can be further modified from there. Damage is not always increased by an Attribute; other sources may contribute to it.

Dice Rolling

A character rolls a STR+AGI Acrobatics Check. They have a STR of 4 and an AGI of 1. They roll 2d10 then add AGI and STR. The dice roll a 5 and a 7. That character's result is (5)+(7)+(4)+(1)=17.

The Rule of Cool

The Unofficial RWBY Tabletop uses a mechanic called the Rule of Cool (RoC). The Rule of Cool is applied when players do something so awesome that conventional logic is ignored. Like the source material of RWBY, the grander the spectacle is, then the more likely it will be to to succeed. If the GM is impressed by a player's creativity or a particularly cinematic action, normal hindrances will be ignored and the upper limit of what is possible can be removed entirely. Anything is possible if the players roll high enough, and the Rule of Cool is the stepping stone to accomplish the impossible.

Ultimately, what is and is not "Cool" is for the GM to judge. Every GM is different, some being quite generous and others being more fickle. Most will fall somewhere in the middle. Players have limited concrete ways through which to generate RoC and instead must rely on their own creative processes rather than an in game mechanic.

RoC comes into play as an additional die added to the table. This extra die is given to every player to add to every roll. If one player succeeds at their attempted Action and impress their GM, every member of the party will gain the additional die.

For each level of RoC the characters have, they add 1d10 to Skill Checks and 1d6 to Damage rolls.

RoC can stack infinitely, adding an additional d10 to the pool many times. However, with each additional level, the stakes are raised and characters must push the limits even further to gain that extra boost in damage, power, and skill.

Players generally cannot generate more than three RoC in a given Scene. When characters perform Actions that generate RoC, those Actions usually become less effective at generating it in the future.

To generate RoC, a player must firstly impress their GM with a cool idea, then succeed on the Skill Checks required for that cool idea.

Players also automatically generate RoC upon rolling a Natural 20. When RoC is generated, it does not come into play until the next Action in the Action Sequence. This is unless the RoC was generated by a Natural 20, in which case the extra d10 is added immediately to that attempted roll and all subsequent rolls on the player's turn. RoC remains for every player until a Natural 2 is rolled, if the player's Actions stagnate, or at the end of the Scene. Players earn and lose Cool as a team.

It is impossible to note every possible way in which RoC can be generated, as it is entirely reliant on GM judgment. GMs are suggested to read into their players own tastes and find a balance. However, simple ideas can be used as starting points for RoC to be inspired.

Cool Things

- Two characters working in tandem.
- Clever role-play.
- Using enemies against each other.
- Lateral thinking.
- Three-dimensional movement.
- Doing things according to character desires even if they complicate things for the player.
- Making a particularly cringe-worthy pun or one liner.

Gaining more than one RoC in a Scene usually requires coordination in addition to creativity.

To earn two RoC, generally three characters need to be acting in tandem.

To earn three RoC, generally four characters need to be acting in tandem.

CHARACTER CREATION

Players need to dedicate a great deal of time to their character. They will be inside the head of this Huntsman or Huntress and should know their personality, history, likes, and dislikes. Everything down to their favorite color could be important. Players are suggested to build their characters with each other at the same time in order to encourage synergy in abilities and avoid overlap.

Characters are defined in a number of ways: their physical description, their Attributes, their Semblance, and their weapon. Each of these should be developed with the others in mind.

Description

Name: Most characters' names are a color, mean a color, sound like a color, or evoke the image of a color.

Color: A character's color scheme and Aura usually share the same distinct color. Typically similar to the color evoked by their name.

Theme: A stylistic choice of no mechanical relevance that usually refers to the character's fashion choices. It is typically how they are seen by others at first glance.

Heritage: A character's heritage represents where they are from in the world of Remnant.

Atlas. A frigid northern kingdom with compulsory military service.

Faunus. Forced to live on the island of Menagerie, the faunus are a persecuted class of people with animalistic traits such as a tails, ears, or scales.

Mistral. An eastern nation with extensive libraries and exotic tropical locations.

Vacuo. A harsh desert kingdom home to hardy and nomadic people.

Vale. A cosmopolitan central kingdom that hosts the largest population with diverse cultures.

Wilds. Between the kingdoms are dangerous outlands with little to no structure, where folk must be self sufficient or opportunistic.
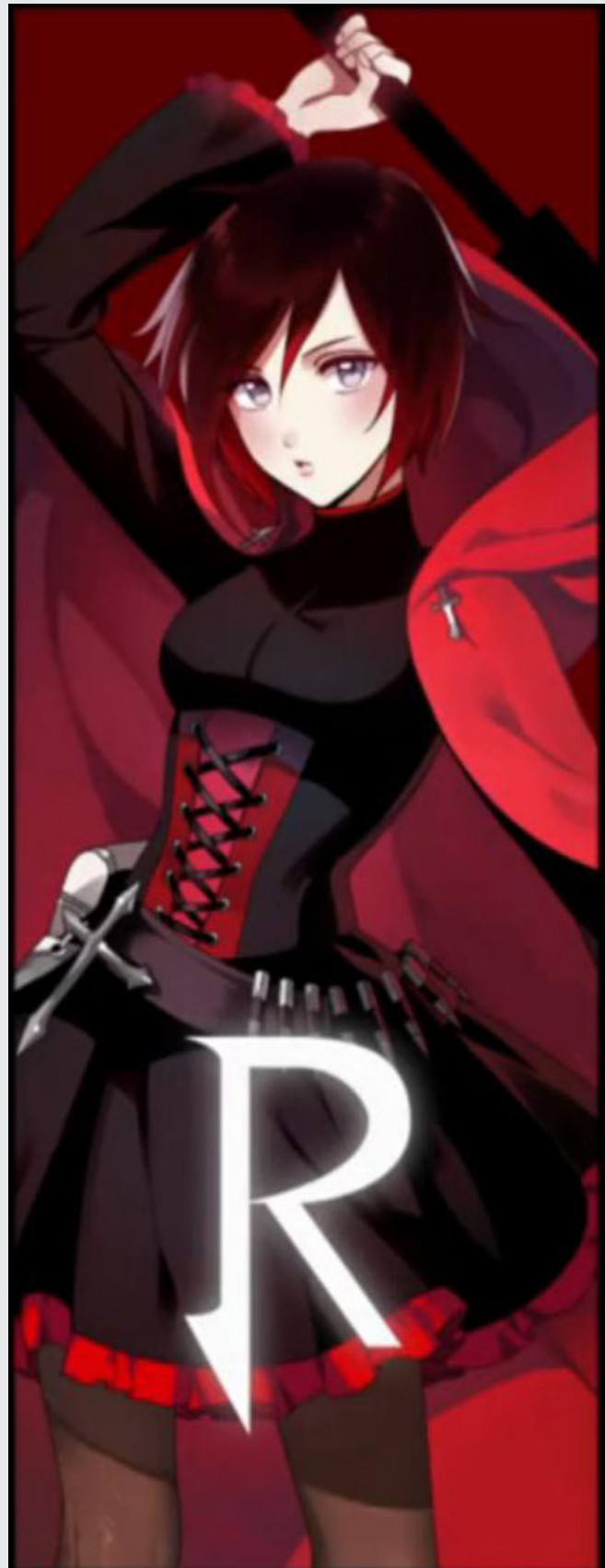
Base Attributes

Base Attributes are the primary definitions of a character. By looking at their Attributes, one can see what they are good at and what they struggle with. Players rank their six Attributes from 0 to 5, the Attribute represented by 5 being their most adept. These numerical rankings function as the number that will be added to Skill Checks. Every character is good at some things, but no one is good at everything.

Strength (STR):

Represents the character's ability to manipulate the world through physical effort. Skill Checks that involve the character trying to physically overpower an obstacle will use STR. Characters with a high STR tend to be melee focused and have high damage output.

Agility (AGI):

Represents the character's ability to move quickly or precisely. Skill Checks that require sudden and rapid movement or accuracy use AGI. Characters with a high AGI are the most skilled at ranged combat and are highly mobile.

Endurance (END):

Represents the character's stamina and durability. Skill Checks that involve withstanding a hazard or maintaining effort over a long period of time will use END. Characters with a high END are among the toughest on the field and are well rounded offensively.

Willpower (WIL):

Represents the character's ability to influence the world with their mind. WIL is used mostly for Semblance Checks as well as conventional influence Skill Checks such as lying or bribing. Characters with a high WIL have powerful Semblances and are capable of rolling higher than other characters, but at a cost.

Perception(PER):

Represents the character's senses and the strength of a character's Aura. Skill Checks that require a keen eye or the ability to pick up on hidden clues use PER. Characters with a high PER can defend themselves against any threat and are adept at controlling the battlefield.

Discipline (DIS):

Represents the character's training and study. Skill Checks that require a clear mind and calm thoughts, like those used to control Dust, will use DIS. A character with a high DIS is highly versatile and has numerous Specializations and high Capacity, making them effective at controlling Elemental Dust.

Character Build - Attributes

To give an example of the process of determining a character's Attributes, we will use Ruby Rose as an example.

Ruby wants to be a melee fighter more than anything else, so we will make her STR her highest Attribute with a ranking of 5.

She is also a bit of a gun nut, so she wants to make her weapon highly customized with numerous little tricks to help give her an edge. Her DIS is 4.

Ruby decides her ability to defend herself in combat is almost as important as her offensive capabilities. Her PER is 3.

Ruby's Agility isn't as important to her since she intends to be focused on Melee Attacks rather than Ranged Attacks. Her AGI is 2.

Ruby trusts her friends to help her if she falls, and so ranks her END at 1.

Finally, Ruby has little desire to use her Semblance for much beyond flavor, so we will make her WIL 0.

Attributes - Combat Quick Reference

STR	AGI	END	WIL	PER	DIS
Melee Damage	Precise Melee	Health	Energy Ranged	Aura	Capacity
All Melee	All Ranged	Aggressive Melee	White Dust	All Defense	Weapon Modifications
Yellow Dust	Green Dust	Heavy Ranged	Orange Dust	Black Dust	Elegant Melee
Purple Dust	Blue Dust	Red Dust	Semblance Defense	Pink Dust	Accurate Ranged
Parry Defense	Dodge Defense	Brown Dust	All Semblances	Area Semblance	All Dust
Power Semblance	Quick Semblance	Resist Defense		Initiative	Complex Semblance
		Duration Semblance			

Each character is meant to be part of a team, relying on others to overcome their own weaknesses.

Attributes	Skill
STR+AGI	Jump
STR+END	Lift
STR+WIL	Intimidate
STR+PER	Grapple
STR+DIS	Break
AGI+END	Climb
AGI+WIL	Sleight of Hand
AGI+PER	Dodge
AGI+DIS	Sneak
END+WIL	Perform
END+PER	Resist
END+DIS	Resolve
WIL+PER	Influence
WIL+DIS	Hack
PER+DIS	Detect

Resources

A character's maximum pool for each resource is determined by their Base Attributes. Certain Actions decrease these resources, and special effects occur when a character's Resources are depleted to 0.

Health

END+1

Health is the amount of physical Damage a character can withstand before succumbing to their wounds.

When Health reaches 0, the character is knocked unconscious and left to the mercy of their enemies.

Health is recovered by 1 at the end of a Scene, and Health is completely restored at the end of a Chapter.

Aura

PER+10

Aura is the passive physical manifestation of the soul. Every human and faunus generates an Aura, and Huntsmen and Huntresses have been trained in its utilization. Aura is an extra layer of protection against Damage and is depleted when Attacks cannot be avoided. A character can also attempt to influence the world around them with their Aura in the form of a Semblance.

When Aura reaches 0, the character's Semblance cannot be used.

Aura completely recharges at the end of a Scene.

Capacity

DIS+1

Capacity is an abstract representation of the total amount of ammunition a character has access to in a given moment. Capacity is reduced when a character uses a Ranged Attack, Dust, or certain combat Actions. All uses of Capacity drain from the same pool.

When Capacity reaches 0, the character cannot perform any Actions that require it.

Capacity is refilled by the character's DIS+1 when they Reload as a Minor Action, this usually completely refills a Character's Capacity.

Semblance

A Semblance is the active physical manifestation of the soul. Every Huntsman and Huntress has a Semblance that is unique to them and can be used at will.

When creating a character, players are encouraged to craft a Semblance that best fits with their character design and plays into their strengths. It is reasonable to not have a fully-realized Semblance at the start of play, especially for characters with low WIL Attributes.

A Semblance can be anything, defined loosely as a concept that the character can control. All Semblances are actively used to manipulate some aspect of the world or to create something new. They are primarily narrative tools for characters to tip the scales in their favor during a Scene.

Select a concept for your character's Semblance. Try to limit it to one word or phrase. Doing so keeps you from becoming too focused as your character becomes more cool and starts rolling more dice.

Typically, at low rolls, a Semblance is very focused on its initial concept. As you roll higher, the powers that manifest from the Semblance can grow exponentially in scale or in new and exotic ways.

Semblances can have passive effects, but these typically have no in-game mechanical benefit and require a Specialization to manifest beyond the narrative.

Many Semblances can overlap in concept. For example, take Telekinesis and Magnetism. Both can manipulate objects in the world without direct physical contact. While the Magnetism Semblance has more focus on the objects it can manipulate (limited to metal) it has a unique interaction with electronics that Telekinesis does not.

Empower

After rolling a Semblance Check, you may choose to Empower your Semblance by reducing your Aura by 1 point to temporarily increase the dice pool for that Check by 1d10.

Using Your Semblance

A character can use their Semblance as a Major Action during their Action Sequence. When they do, they will describe how they wish to manifest their semblance, and the GM will have them roll a Semblance Check to determine if the desired effect can be achieved, just like any other Skill Check. The more the character wants their Semblance to affect, and the more exotic the effect, the higher the required roll.

Semblance Checks are WIL Checks plus a secondary Attribute. The secondary Attribute varies from use to use, but some Semblances can favor a particular Attribute.

If a character wishes to push a heavy object using a telekinesis Semblance, the GM would likely have the character add STR or END to WIL for the Check. However, if the character is trying to assemble a complicated object in midair by manipulating each part individually, the secondary Attribute would more likely be DIS instead.

Characters can directly Attack enemies at Close Range with their Semblance. Doing so makes the minimum difficulty of the Semblance Check the same as the enemy's Defense Threshold. This Attack does Damage equal to the character's WIL.

Duration

Characters can maintain a Semblance effect each turn by spending an Action to roll a Semblance Maintenance Check. Characters can also maintain an effect indefinitely without rolling if they take no other Actions. Otherwise, the effect lasts until the beginning of their next Action Sequence.

Character Build - Semblance

Ruby has a very low WIL Attribute, so she is not planning for her Semblance to be an integral part of her tactics. She chooses the Speed Semblance because, while it may not have as many exotic effects she can use at higher rolls, it will compliment her melee-centric play style and allow her to get in and out of range easier.

Example Semblances

These example Semblances are straight forward and easily adapted to most characters. Each example Semblance has a short list of abilities that could be attempted at various difficulties of Semblance Check.

Illusion

Mislead targets by creating images of things that are not there.
Average: Create a short-lived image of yourself.
Amazing: Mislead an entire stadium of people.
Legendary: Change the shape of an airship that holds up under expert scrutiny.

Link

Establish a supernatural bond with a partner.
Average: Communicate thoughts with your partner.
Amazing: Swap places with your partner.
Legendary: Mimic your partner's Semblance.

Summon

Create useful simulacrae of creatures and objects.
Average: Create a small glyph in midair that can support weight.
Amazing: Create a copy of a team member's weapon, including Modifications.
Legendary: Summon a doppelganger of a defeated foe.

Telekinesis

Control the physical world with your mind.
Average: Move a small object across a room.
Amazing: Levitate.
Legendary: Slow down a runaway train.

Teleportation

Manipulate physical points in space.
Average: Instantly move a short distance.
Amazing: Move through a solid wall.
Legendary: Create a portal that spans a continent.

Transformation

Emulate the physical characteristics of monsters.
Average: Transform your hands into claws.
Amazing: Wings grow from your back.
Legendary: Become indistinguishable from a dragon for the rest of the Scene.

Weapon Design

Every character begins with a weapon. Most Huntsmen and Huntresses forge their own weapons while some inherit them from family. Huntsmen and Huntresses spend almost their entire lives training with their signature weapon, to the point where it is no longer a tool but an extension of themselves.

It's Also a Gun

When designing a weapon, decide on both a Melee weapon and a Ranged weapon. These two components can be a single transforming weapon or one of each held in both hands. The complexity of the weapon at this stage is purely flavor. There is no limitation on the narrative design of a weapon, though its design often mirrors the character's strengths and personality.

Once the weapon's narrative components are selected, choose what Style each of its forms take. There are three Styles of Melee weapons and three Styles of Ranged weapons. The chosen Style is decided at the beginning of weapon design and cannot be changed. None of these Styles are clearly defined with many weapons relying more on how the weapon is wielded rather than what it is. Each Style relies on different base Attributes to determine Accuracy.

All weapons deal 1d6 Damage.

Melee Attacks are Major Actions that can only be used on Adjacent enemies and deal bonus Damage equal to the character's STR Attribute.

Ranged Attacks are Major Actions that can be used on any target up to Long Range and consume 1 Capacity when used.

Melee Styles

Aggressive - STR+END

These weapons are designed to be wielded in two hands, even if the character does not do so. Most bludgeoning weapons such as hammers and shields fall under this Style, as do overly large claymores and scythes. Unarmed Attacks and worn weapons such as gauntlets or boots are also Aggressive weapons.

Precise - STR+AGI

Precise weapons are wielded in one hand and are typically small or thin. Daggers, rapiers, or claw-like weapons usually fall under this Style.

Elegant - STR+DIS

Most Melee weapons fall under the Elegant Style. Elegant weapons are any variety that use specialized training to use. Straight swords, whip-like weapons, and staves rely more on careful training than physical prowess. Weapons with capacity for Dust are typically Elegant but are not limited to this single Style.

Ranged Styles

Heavy - AGI+END

Heavy weapons are large or unwieldy, requiring a great deal of strength to use effectively. Heavy machine guns, shotguns, explosive launchers, and bows are all Heavy weapons.

Energy - AGI+WIL

Energy weapons deal Damage with bolts of pure energy or by tapping into the character's Semblance. These bolts are directed with force of will, bending and writhing toward the target, but cannot reach that which the wielder cannot see.

Accurate - AGI+DIS

Accurate Ranged weapons are best used when carefully aimed. Pistols, assault rifles, and sniper rifles fall squarely in this category. Most conventional firearms are Accurate weapons.

Specializations

Specializations represent the time and effort a character has spent to give themselves an edge. Each time a character selects a Specialization, they can choose one Weapon Modification, Character Enhancement, or Dust that gives them either a passive bonus or a boon when the character makes a specific Action.

A character can select a number of Specializations equal to their DIS.

Weapon Modifications and Character Enhancements are mostly interchangeable terms. Weapon Modifications shape the character's weapon design beyond their chosen Style. Character Enhancements are Specializations that represent the character's personal training. Faunus characters can even use a Character Enhancement to gain additional abilities from their Heritage.

Characters cannot benefit from Specializations they have not invested energy into learning. If your character comes into possession of an ally's weapon, they can only use the Specializations you chose during Character Creation.

Weapon Modifications and Character Enhancements generally cannot be changed once chosen. Characters can exchange their current Dust for a different Color of Dust at the end of a Chapter.

Static Weapons

Characters with a DIS of 0 may choose to forgo the Melee or Ranged form of their signature weapon to gain one Specialization. Only characters with DIS of 0 may make this choice. Characters who forgo their Ranged weapon cannot make Ranged Attacks. Characters who forgo their Melee weapon may still make Melee Attacks, but it is treated as if they were Unarmed.

Static weapons allow characters that have 0 Discipline to modify their weapons, a staple of RWBY.

Character Build - Weapon Styles

Ruby has designed her weapon to have a high-powered sniper rifle running down the length of the handle of an enormous scythe. This choice is purely for flavor and style, but also because Ruby thinks the idea of putting her weapon around an enemy's neck and shooting the rifle for a quick decapitation is "really, really cool".

She has a very high DIS Attribute, so her best choice of weapon styles are Elegant and Accurate.

Her Melee Accuracy is +9.

Her Ranged Accuracy is +6.

List of Specializations

The following is a list of example Specializations divided between Weapon Modifications, Character Enhancements, and Dust.

Players and GMs are encouraged to create or change Specializations in order to generate a unique character. Players should explain to their GM how their weapon design works. For example: Additional Weapon can be selected multiple times, but it is up to the player to explain how three or more weapons can be wielded. Some Modifications can be selected more than once, their effects stacking each time.

Specialization Name

Specialization type.

Description: A short description of the Specialization and possible ways in which it can be incorporated into the character's design.

Effect: Mechanical, in-game effect.

Special: Special rules that may apply when selecting the Specialization. Some Specializations have requirements and effects that occur when selected multiple times.

Additional Weapon

Weapon Modification.

Description: Characters wield multiple weapons or have a fighting style that gives them a great number of Attacks.

Effect: After a character makes an Attack, they may make an additional Attack without using up an Action during the Action Sequence. These additional Attacks add STR to Melee Attacks and AGI to Ranged Attacks, but no secondary Attributes for Accuracy. These Attacks do not add any Attributes to Damage and cannot benefit from Dust Crystals or Rounds.

Special: Characters can select this Specialization multiple times, gaining an additional Attack each time.

Alternate Form

Weapon Modification.

Description: By holding back and using their weapon in a sub-optimal form, such as an Aggressive great-sword rather than an Elegant scythe, the character is able to deal significantly more Damage.

Effect: The character selects an additional Melee or Ranged Style for their base weapon. When using this alternate form, they receive a bonus to Damage equal to the Accuracy penalty compared to their primary weapon form.

Special: Characters can select this Specialization multiple times, selecting an additional weapon Style each time.
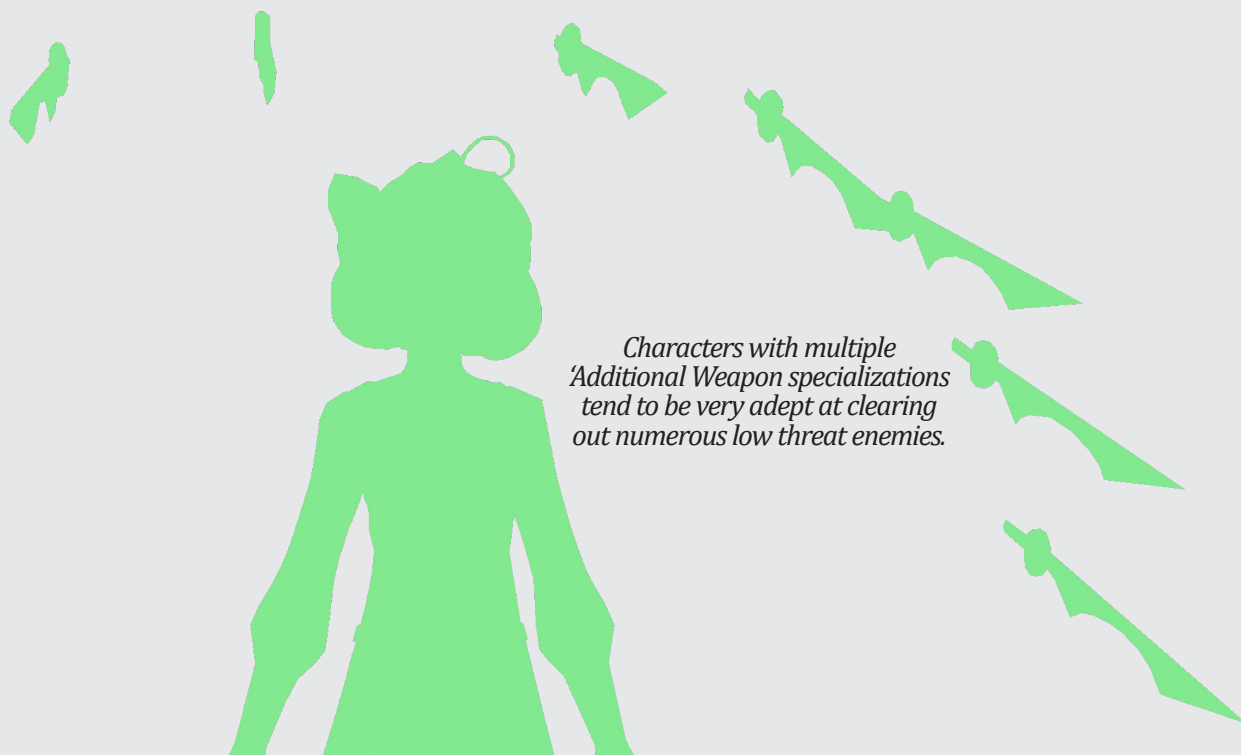
Characters with multiple 'Additional Weapon specializations tend to be very adept at clearing out numerous low threat enemies.

Custom Faunus Traits
Character Enhancement.

Description: The character has a trait such as wings that nullify Falling Damage or gills that allow them to breathe underwater.

Effect: Gain a benefit due to the character's faunus physiology.

Camouflage
Character Enhancement.

Description: The character has faunus physiology like that of a chameleon or octopus, or the character wears extensive camouflage.

Effect: Characters can roll Stealth (AGI+DIS) as an Initiative roll.

Defender
Character Enhancement.

Description: The character is fast enough, or their shield is large enough, to step in front of allies and make Defensive Checks on their behalf.

Effect: Attacks that target an adjacent ally can instead target the Character with this specialization. The Character cannot Dodge to defend against this Attack. The Character must still use a valid defense attribute against the Attack.

Dust-Infused
Character Enhancement.

Description: The character utilizes an alternative means of using Dust by weaving the substance into their clothing or introducing it directly into their body.

Effect: Select one color of Dust you already possess. Dust Phials of that color cost 1 Capacity less. The character may apply the Crystal Dust effect of their chosen color on any Unarmed Melee Attacks at the cost of 1 Capacity.

Special: Characters can select this Specialization multiple times, selecting an additional color of Dust each time.

Energy Conservation
Character Enhancement.

Description: The character uses their Semblance or another power source to make Ranged Attacks without a firearm.

Effect: Ranged Attacks consume 1 less Capacity.

Special: Can only be used with the Energy Weapon Style.

Grappler
Weapon Modification.

Description: The weapon includes a grappling hook or is at the end of an extended chain, rope, or whip.

Effect: Consume one Capacity to grapple targets up to Medium Range.

Hands-Free
Weapon Modification.

Description: The weapon is worn by the character in some way, allowing them to use their hands for other tasks.

Effect: A weapon can be used without holding it.

Heavy Caliber
Weapon Modification.

Description: Anti-materiel rifles and heavy machine guns can gain benefits for using heavier ammunition.

Effect: The character can now Capacity Boost their Ranged Attack to gain +1 Accuracy.

Special: Cannot be used with Energy Weapon Style.

High Capacity
Weapon Modification.

Description: The character's magazine capacity is significantly increased to accommodate weapons with a high rate of fire or have a heavy reliance on elemental Dust.

Effect: Increase Capacity by 5. Completely refilling the character's Capacity is a Major Action.

Hooked
Weapon Modification.

Description: Weapons like scythes and kamas are shaped in such a way that they can effectively grip various things.

Effect: Use Melee Attack Attributes for all Grapple Checks.

Martial Arts

Character Enhancement.

Description: Through rigorous training, without their weapon or with a faunus trait such as claws, a character is adept at doing Damage whilst Unarmed.

Effect: Roll STR+PER for Unarmed Attack Accuracy. Unarmed Attacks also deal an additional d6 of Damage.

Mixed Capacity

Weapon Modification

Description: The storage for the weapon's Capacity is carefully contained in a special device like a rotating Dust cylinder.

Effect: Declare an additional color of Dust during a Reload. All Dust Checks can use either of the two declared colors but never both at the same time.

Special: Characters can select this Specialization multiple times, gaining an additional color that may be declared during a Reload.

Mobility

Weapon Modification

Description: The character's weapon design incorporates a means of movement such as a hover board or skates.

Effect: The character can move once without consuming an Action during their Action Sequence. They can also Capacity Boost their movement Action to move vertically.

Reach

Weapon Modification

Description: The weapon is extremely long, and the character does not need to be Adjacent to their target to perform a Melee Attack. Almost all pole arms and even some swords have Reach. Weapons at the end of whip-like structures have Reach as well.

Effect: Melee Weapon Attacks can be made at Close Range.

Returning

Weapon Modification.

Description: The weapon is designed to be thrown and are shaped to return like a boomerang.

Effect: Thrown Melee Weapon Attacks can be made up to Medium Range and will return to the character's hand.

Shield

Character Enhancement.

Description: The weapon incorporates a defensive aspect to shield the user.

Effect: Make DIS+PER Defensive Checks without Dust or consuming Capacity.

Silent

Weapon Modification.

Description: The weapon is designed for stealth such a bow, or a naturally loud weapon's sound is dampened by a suppressor.

Effect: Unaware targets at Medium Range or farther do not notice missed Ranged Attacks.

Toughness

Character Enhancement.

Description: Heavy armor or thick scales make the character more durable than normal.

Effect: Increase Health by 1.

Attributes and Specializations define the character. Attributes give shape, Specializations give detail.

Dust

Dust is a naturally occurring energy propellant that can be triggered by the Aura of humans and faunus. Dust is energy in physical form, each color representing a different fundamental force of nature.

Dust comes in ten different colors. When characters decide to take a Specialization in Dust, they select one color. If a character has more than one color of Dust in their weapon, they must declare which color will be used when they Reload. A certain color of Dust can only be swapped for a second during a Reload.

Huntsmen and Huntresses most often encounter Dust in three forms: Crystals, Rounds, and Phials. Each form of Dust changes how their specific element can be controlled.

Crystals and Rounds impart their elemental effect upon targets they strike. Crystals are integrated into Melee weapons. Rounds are elemental ammunition fired from a character's Ranged weapon.

Before making an Attack, characters can choose to consume one Capacity to apply the Dust effect of the relevant Crystal or Round to the Attack.

Dust Crystals and Rounds consume one additional Capacity to the amount of Capacity used during the Attack or Action.

Phials are Dust in a raw, primal state. Phials are cast into the air and attune the immediate area to the Dust's element. Phials are more complicated to understand, but for characters willing to put in the effort, they are significantly more versatile than Rounds and Crystals.

When using Phials, describe what aspect of the Dust you wish to control, and then make a Dust Check as a Minor Action. The GM will decide how those effects are manifested in the world.

Dust Checks are DIS Checks plus a secondary Attribute. The secondary Attribute varies depending on the color of Dust being used.

Dust Phials consume two Capacity each time they are used.

Characters can Attack targets at Close Range with their Dust Phials using a Major Action. Doing so uses two Capacity. The minimum difficulty of the Dust Check is equal to the enemy's Defense Threshold. This Attack does Damage equal to the character's DIS.

Characters with similar Attributes can often become drastically different from each other after selecting their Specializations.
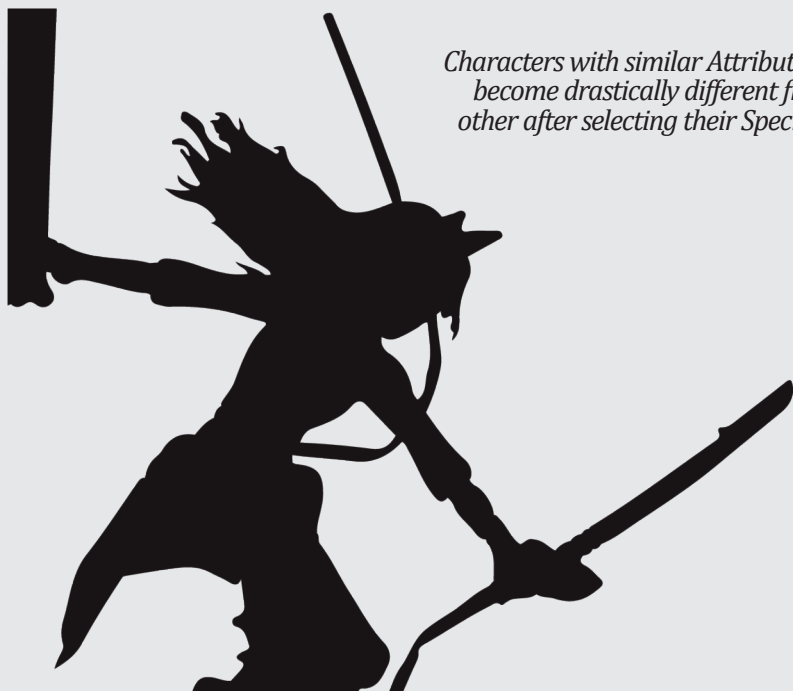
List of Dust Colors

Color - Element

Crystals - Costs one Capacity to use. Effects apply on successful Melee Attacks.

Rounds - Costs one Capacity to use in addition to the Capacity expended for the Ranged Attack. Effects apply on successful Ranged Attacks.

Phials - Dust Check Attribute.

> Using Phials costs two Capacity.

> *Average*. An effect that can be achieved with a Simple Dust Check.

> *Challenging*. An effect that can be achieved with an Average Dust Check.

> *Amazing*. An effect that can be achieved with a Challenging Dust Check.

All lingering Dust effects from Crystals and Rounds last until the beginning of the character's next Action Sequence. Phial Effects have a variable duration depending on the Dust Check to create them, as determined by the GM.

Red - Fire

Incendiary Crystals - Target is briefly engulfed in flame. Each damage die rolled against the target has a +1 bonus.

Explosive Rounds - Collateral Damage threshold is reduced to +5. An explosion around the target pushes adjacent enemies away from it into Close Range.

Phials - END + DIS

> *Hot to the touch. Handle with care.*

> *Average*. Heat - Target's temperature increases significantly.

> *Challenging*. Ignite - Flammable material bursts into flame.

> *Amazing*. Detonate - Target explodes.

Yellow - Earth

Fissure Crystals - Target sinks into the ground, its movements impaired. Target is Staggered.

Armor Piercing Rounds - Ignore Cover. One additional enemy adjacent to target with an equal or lower Defense Threshold takes 1d6 damage.

Phials - STR + DIS

> *Most inert of the common Dust colors. Can easily be mistaken for soil or dirt.*

> *Average*. Move - The ground swells to a new shape.

> *Challenging*. Glass - Create simple solid objects made of thick glass.

> *Amazing*. Shatter - Target object disintegrates.

Green - Wind

Featherweight Crystals - Thrown Melee Weapon Attacks can be made up to Medium Range and return to the character's hand.

Horizon Rounds - Ranged Attacks have no distance limitation.

Phials - AGI + DIS

> *Almost weightless. Evaporates quickly if not contained in some way.*

> *Average*. Gust - Generate strong directional winds.

> *Challenging*. Whirlwind - Create erratic local weather patterns.

> *Amazing*. Shock Wave - Generate a sudden explosive pressure wave.

Blue - Water

Lash Crystals - Weapon becomes briefly wreathed in a long whip made of water. Melee Weapon Attacks can be made at Close Range.

Whirlpool Rounds - Target is disoriented by a torrent of water. Target is Confused.

Phials - AGI + DIS

> *Spherical particles roll over each other like liquid.*

> *Average*. Douse - Target is spontaneously covered in water and soaked through.

> *Challenging*. Fog - Fill the air with fog or steam, obscuring vision.

> *Amazing*. Wither - Dehydrate target, draining it almost entirely of water.

Orange - Lightning

Arc Crystals - Lightning arcs from one target to nearby a nearby target. One additional enemy adjacent to target with an equal or lower Defense Threshold takes 1d6 damage.

Stun Rounds - Electricity wracks the target's body. Target is Staggered.

Phials - WIL + DIS

> *Glows slightly in the dark. Keep away from electronics.*
>
> **Average**. Magnetize - Target becomes magnetically charged, wiping electronics.
>
> **Challenging**. Charge - Electrical systems are powered up or down or overloaded.
>
> **Amazing**. Arc - An instant flash of raw electricity from one subject to another.

Violet - Force

Kinetic Crystals - Target is struck with immense force. Target is pushed one Range Increment further away.

Concussion Rounds - The recoil of the weapon is increased exponentially. Move 1 Range Increment away from target.

Phials - STR + DIS

> *Extremely heavy. Bounces surprisingly well.*
>
> **Average**. Smash - Increase target's mass.
>
> **Challenging**. Throw - Accelerate a target in a chosen direction.
>
> **Amazing**. Lift - Invert target's mass.

Brown - Acid

Rust Crystals - Acid burns away armor and defenses. Target is Weakened.

Bleed Rounds - Bullets shatter and dissolve inside the target. Each damage die rolled against the target has a +1 bonus.

Phials - END + DIS

> *Unprotected handling causes minor burns. Sometimes foolishly used as food spice in Vacuo.*
>
> **Average**. Corrode - Compromise structural integrity.
>
> **Challenging**. Poison - Cause sickness in a living target.
>
> **Amazing**. Dissolve - Target slowly liquefies.

Pink - Sonic

Scream Crystals - Harsh, distracting sounds play in the ears of the target. Target is Confused.

Echo Rounds - The sound of Ranged Attacks come from the round's impact rather than from the weapon.

Phials - PER + DIS

> *Hums gently at all times. The voices are not real.*
>
> **Average**. Whisper - Generate small sounds.
>
> **Challenging**. Crack - Deafen targets. Break fragile objects.
>
> **Amazing**. Silence - Prevents generation of sound from any source.

White - Ice

Freeze Crystals - A block of thick ice wraps around a target. Target is Held.

Chill Rounds - Target is racked with shivers and its movements are slowed. Reduce damage of the Target's next successful Attack (or Special Attack) by 2 to a minimum of 1

Phials - WIL + DIS

> *Extremely cool to the touch. Less stable mixtures have a cyan tint.*
>
> **Average**. Chill - Subject decreases its temperature significantly.
>
> **Challenging**. Freeze - Solidify liquid material or make solid objects brittle.
>
> **Amazing**. Crystallize - Encase subject in ice.

Black - Light

Star Crystals - Target's vision is obscured by bright lights that only it can see. Target is Blinded.

Barrier Rounds - A barrier of hardlight manifests around the character. Gain the Cover Status Effect until the beginning of the character's next Action Sequence or until they use a movement action.

Phials - PER + DIS

> *Unnaturally dark, absorbs all light. Invisible when not observed.*
>
> **Average**. Flash - Brighten the area for a moment.
>
> **Challenging**. Blackout - All light is snuffed out in the immediate area.
>
> **Amazing**. Hardlight - Create simple physical objects out of light.

Capacity Enhancements

Characters can expend Capacity to enhance their abilities. Depending on the action taken or the amount of Capacity spent alters the bonus gained.

Capacity Boost

Characters can Capacity Boost when performing certain Actions. The character consumes one Capacity as part of the action to gain a bonus.

Melee Weapon Attack: Gain +1 Accuracy.

Skill Check: Increase a Skill Check roll by +1.

Typically, physical Checks such as Lift or Acrobatics can be Capacity Boosted, but so can some non-physical Checks such as Intimidation. Which Skill Checks can be boosted vary on the situation, and their relevance is determined by the GM. Any Check that includes Dust Phials can be Boosted.

Charge Attack

Characters can spend both of their Major Actions on a Charge Attack by consuming up to an additional 3 Capacity. The character can add a bonus equal to the spent Capacity to a Weapon Attack's Accuracy and Damage roll. Characters can use a Capacity Boost in addition to a Charge Attack.

Elemental Semblance

Characters can spend 2 points of Capacity when they make a Semblance Check to give their semblance an elemental affinity of their currently loaded Dust Phial. Giving a Semblance an elemental affinity can give the Semblance properties it does not normally have, and this allows for more exotic Semblance effects if it now has a strong elemental affinity to the target of the ability. For example, a character with the Teleportation Semblance spends 2 Capacity to infuse Red-Fire dust. When they teleport, they can then step from one open flame to another that is far more distant then they could normally teleport. The possibilities and combinations are endless and are limited only by the player's imagination. Elemental infusion and other Semblance modifiers are detailed further on page 24. Semblances that have been infused with Dust can be Capacity Boosted.

Character Build - Specializations

Ruby wants to dedicate all of her Specializations toward making her a better melee fighter. She can select four Specializations because that is the level of her DIS Attribute.

1. Mobility: Ruby does not select this Specialization because her weapon incorporates a vehicle, but rather because it reflects a passive ability from her Semblance.

2. Violet Dust: Ruby selects this Specialization to further enhance her movement around the battlefield. The phial also synergizes well with her high STR and DIS attributes.

3. Reach: Being a melee-focused fighter, Ruby wants to be able to Attack more creatures more often. Combined with Mobility, this specialization allows her to get within melee range of a target with ease.

4. Hooked: This Specialization is taken to reflect the scythe design of her Melee weapon. While it doesn't directly apply Damage, it does give her an interesting tool to generate RoC.

If Ruby gets the opportunity to expand on her weapon design, she will likely modify Crescent Rose to accommodate an Extended Magazine, given her very high capacity use.

Example Elemental Affinities

Telekinisis + Green-Wind = Character can maintain sustained flight.

Illusion + Pink-Sonic = Conjured illusions can speak and hold believable conversation.

Transformation + Red-Fire = Breathe fire while transformed.

Teleportation + Black-Light = Teleport from one shadow to another.

Link + Blue-Water = Linked Characters gain the ability to breath underwater.

PLAYING THE GAME

Scenes and Chapters

Each session of play is divided into Scenes and Chapters. Generally, a Scene is one encounter and is either a Combat Scene or a Social Scene.

A Scene is over when the characters reach a point where they can relax and rest. Typically, a Scene will end with sleep.

A Chapter is a collection of Scenes that lead directly from one to the next. A Chapter usually represents the time the characters spend away from safety and comfort, and it can last several play sessions.

A Chapter ends when the characters have access to long periods of rest and recuperation. If the characters have access to medical attention or supplies, they have usually reached the end of a Chapter.

Range Increments

All distance is measured from each individual character. Each character compares how far a target is from them individually.

Adjacent: Adjacent targets are within reach of a Melee Attack.

Close: Characters can move to a Close Range target with one movement Action. Thrown Melee weapons, Dust, and Semblance Attacks are Close Range.

Medium: Characters can move to a Medium Range Target with two movement Actions.

Long: Characters can move to a Long Range target in three movement Actions. Ranged Weapon Attacks have Long Range.

Distant: Any target beyond Long Range is Distant. Depending on how far away it is, characters may need to move several times before a Distant target comes within Long Range

In real world measurements, each Range Increment is about 15 feet.
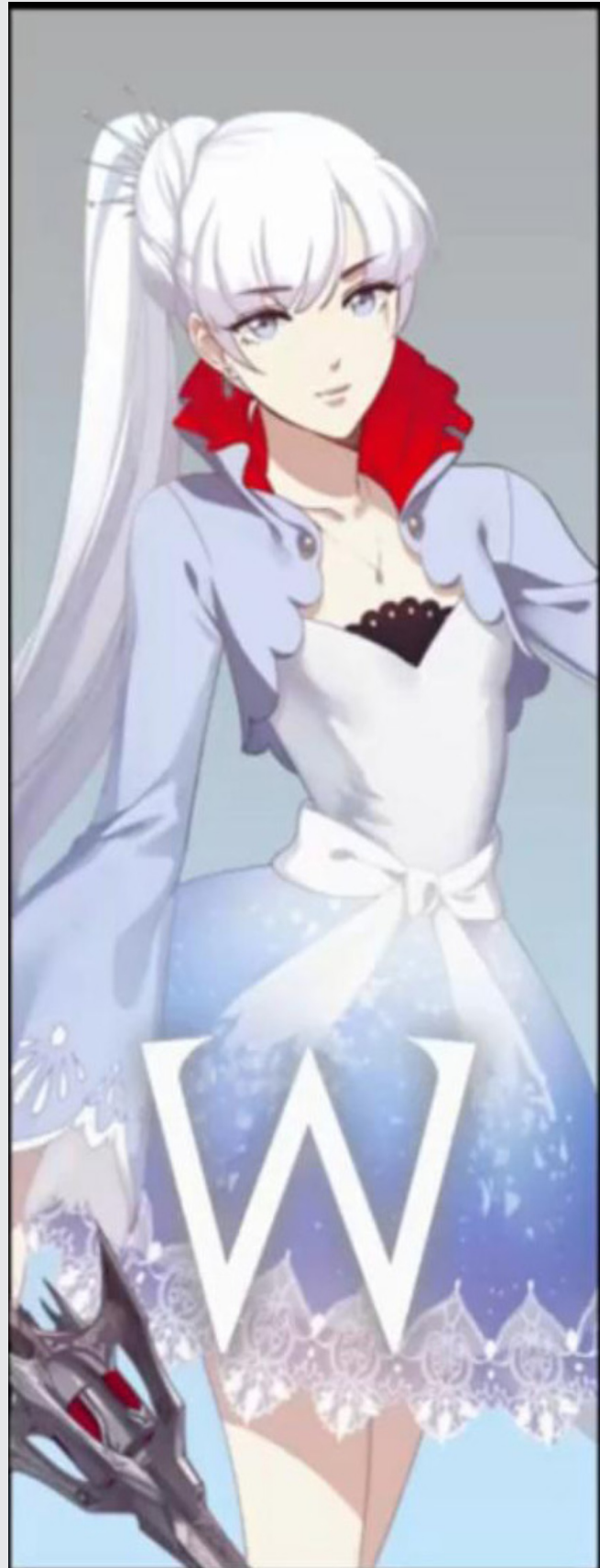
Skill Checks

A single obstacle can be overcome in a number of ways. How a character attempts to bypass it determines the Skill Check used.

Imagine a team of characters is presented with a locked door. Kicking down the door is a STR+END Check, picking the lock is AGI+PER, trying to break the lock or hinges is STR+DIS, and trying to shoot them would be AGI+DIS. When a task can reasonably be accomplished by more than two Attributes, it is a judgment call on the GM to decide which two Attributes contribute the most to the given Check. Skill Checks are a combination of two base Attributes, using their ranking as a modifier to add to the character's d10 rolls. There are 15 total combinations of Attributes, but there are countless Actions that a character can make. The following Skill Checks are examples of each of the 15 Checks, but ultimately, the two most relevant Attributes are what are used in any given moment, regardless of this list.

Some Checks can be attempted again on failure. Some, however, cannot be reattempted until a change occurs. Most physical Checks, like acrobatics, can be retried on failure. Something like a Detection Check cannot be retried, at least not until a change is introduced such as new terrain, additional sets of eyes, or the passing of time.

At its most basic level, difficulty Thresholds on Skill Checks can be determined with a simple "10+5 per complexity" system. In essence, take the most-basic concept of the Skill and associate it with a difficulty of 10. For every level that characters attempt to modify that skill, add 5 to the given Check.

In cases where multiple modifiers do not adequately describe the task at hand, a simple "easy-medium-hard," scale will suffice. Without RoC, 10 is easy, 15 is medium, and 20 is hard. 25 is the gate between abilities that can be achieved through normal human endeavor and the realm of the impossible, such as hiding when actively being watched, lifting a vehicle on its side with bare hands, or leaping over a 25ft chasm.

Skill Thresholds

GMs apply the logic of the world and quantify it as tiers of difficulty for players to roll against. Thresholds come in increments of 5.

10: Simple - Beyond everyday action, but easy enough, even for the unskilled. Usually does not require a roll unless the consequences of failure are catastrophic.

15: Average - Impressive to normal civilians, but expected for Huntsmen and Huntresses

20: Challenging - Can be accomplished by a normal human, but only with a lifetime of training, natural talent, or luck.

25: Amazing - Feats well beyond the normal human, usually associated with popular culture action heroes.

30: Superhuman - Reserved for very experienced Huntsmen and those with literal superpowers.

35: Legendary - Accomplishments that can last forever as rumor or myth.

40: Impossible - The very fabric of reality moves aside for the Huntsman. Setting difficulties beyond this level serves little purpose.

Jump (STR+AGI)

Leap into the air for various effects.

15: Jump from the ground to low tree branches.

25: Leap onto a small building.

35: Jump onto a low-flying aircraft.

Lift (STR+END)

Physically manipulate heavy objects.

15: Hold a person over your head.

25: Slow a moving vehicle with your hands.

35: Push a parked Bullhead Gunship aside.

Intimidate (STR+WIL)

Scare a subject through appearance or action.

15: Force Junior to give up some valuable information.

25: Make local police back down from an investigation.

35: Stare down a Beowolf.

Grapple (STR+PER)

Gain physical control over a resisting entity.

15: Wrestle a Beowolf to the ground.

25: Hold on to a thrashing King Taijitu.

35: Keep a Nevermore grounded by holding its tail.

Break (STR+DIS)

Remove a barrier with blunt force.

15: Kick down a sturdy wooden door.

25: Bend the iron bars of an old prison cell.

35: Tear open a hermetically sealed door.

Climb (AGI+END)

Movement across a vertical surface.

15: Climb the side of a cliff with small, natural handholds.

25: Hang for a long time by the finger tips.

35: Ascend a structure that crumbles at the slightest touch.

Sleight of Hand (AGI+WIL)

Use misdirection to hide or take an object without being detected.

15: Perform a professional card trick.

25: Lift a personal possession from a master thief.

35: Steal the power pack for an Atlesian Knight while engaged in combat.

Dodge (AGI+PER)

Move in a very specific pathway, usually to avoid Damage.

15: Avoid a falling rockslide.

25: Cross a flooding river over floating debris.

35: Avoid the sweeping tusks of an Elder Goliath.

Stealth (AGI+DIS)

Move carefully or minimize one's profile when standing still.

15: Move at full speed on a platform only a few inches wide.

25: Disappear into shadows when being actively watched.

35: Hide while being physically held onto.

Performance (END+WIL)

The ability to influence others through speech, mannerisms, or song for a lengthy period.

15: Perform a song that merits applause.

25: Replace a public figure without notice.

35: Impersonate someone's close personal friend without detection.

Resistance (END+PER)

Withstand unavoidable hazards unscathed.

15: Resist Attacks from a large group of Thugs.

25: Withstand a falling boulder.

35: Ignore Damage when crushed by a falling building.

Resolve (END+DIS)

Resist mental hazards and suppress slow-moving physical effects.

15: Suppress the effect of a teargas grenade.

25: Overcome the fear aura of a Nucklevee.

35: Lie through a potent truth serum.

Influence (WIL+PER)

Convince others of something they do not believe.

15: Convince someone your weapon is rigged to explode.

25: Gain entry to an exclusive event.

35: Convince someone that Grimm aren't real.

Hacking (WIL+DIS)

Forcing a piece of technology into submission.

15: Bypass the password on a normal Scroll.

25: Change the targeting parameters of a deactivated Sentinel.

35: Hack into the broadcast of the Vytal Festival and present your own footage for all to see.

Detection (PER+DIS)

Notice the unseen and avoid being mislead.

15: Notice a pack of Beowolves more than 100ft away.

25: See through an elaborate disguise.

35: Detect an invisible entity.

Modified Skill Thresholds

The exact difficulty of a threshold can be withheld from a player if they do not have adequate information, such as making a leap of faith in the dark. Sometimes, players may perceive a given task at a higher or lower threshold than is actually true, if the information they have on the obstacle is inaccurate, such as leaping onto illusory terrain.

When certain Skill Checks are made against a target with a full stat array, the base threshold is set to one of the target's attributes.

Skill Check	Targeted Attribute
Lift	Defense
Intimidate	Special
Grapple	Speed
Climb	Speed
Stealth	Special
Influence	Special
Detection	Speed

Advantage & Disadvantage

Advantage and Disadvantage are terms to describe situational modifications to the character's abilities. Advantage describes anything that would give the character the upper hand. Stealth and surprise are examples of Advantage. When Advantage is applied, a player rolls their dice, and before success or failure is determined, they can roll their lowest die again and take the better result. Anytime the character is at a Disadvantage, such as when in darkness or being attacked by unknown assailants, Disadvantage is applied. Disadvantage is the opposite of Advantage. The players take their highest die and re-roll it, taking the worse result. Advantage and Disadvantage are used to note slight variables, and some variables are significant enough to merit an entirely new tier of Check. This tool can prove useful for GMs looking to give players little modifiers without giving a full level of RoC.

Semblance Aspects

The following are examples of modifiers that fit into most Semblance concepts. These are general guidelines for GMs to gauge the difficulty of a Semblance Check and not necessarily a list for players to pick their abilities from.

Semblances present a unique challenge to GMs, given that their variety is truly infinite, and the typical key words of "Challenging" and "Amazing" apply to every supernatural ability. Many Semblances will be player-created and encompass a wide array of possible abilities that fall within its sphere of influence.

Basic.

15: Effect is Single Target, Close Range, and well within the bounds of the Semblance concept.

Increase Range Increment.

+5: Attempting to affect a target one Range Increment farther away.

Dust-Infused.

+5: Attempting to give a Semblance an Elemental Concept based on currently equipped Dust.

Subtle Channeling.

+5: Attempting to manifest a Semblance without being noticed

Speed Factor.

+5: Attempting to speed up the process of the Semblance.

Area of Effect.

+5: Attempting to affect all targets and characters within the given Range Increment.

Exotic Effect.

+10: Effect is an unconventional interpretation of the initial Semblance Concept.

Decrease Range Increment.

-5: Semblance affects target one Range Increment closer.

Elemental Affinity.

-5: Semblance has an elemental concept and target has strong elemental affinity to Semblance concept.

Attribute Focus.

-5: Semblance is an Attribute enhancement like super strength or speed, and the character is using the Semblance to perform a relevant Skill Check.

Semblance Checks

When making Semblance Checks, the character always adds their WIL Attribute and one other Attribute to their die rolls. All of these examples can be easily overridden by Semblances with a strong affinity to a single Attribute.

WIL+STR

Typically used when the target of the Semblance is Adjacent to the character. Most Semblance Attacks and Exotic Effects require a burst of raw power from WIL+STR.

WIL+AGI

Semblances where speed is important or cause the target to move quickly. Semblance Checks with a Speed Factor or Subtle Channeling use AGI+WIL.

WIL+END

Semblance Checks to maintain an effect from the previous turn without letting it lapse. Characters that target themselves with their Semblance roll WIL+END.

WIL+PER

Long Range and Area of Effect Semblances, Semblances designed to deceive targets, and all defensive Semblances use WIL+PER.

WIL+DIS

Semblance Checks that require concentration and have complex effects. Infusing Dust into the Semblance to give it an elemental effect almost always use WIL+DIS.

Attribute Enhancers

Certain Semblances are simple enhancements of a character's Natural abilities. In cases where the only function of the Semblance is to enhance strength, speed, or senses, always roll the Attribute associated with the Semblance.

Passive Semblances

Semblances are an active manifestation of the Character's aura and do not usually have passive abilities. For the character to gain a mechanical benefit from their Semblance requires investment in a Specialization to do so. Passive Semblance abilities that have no mechanical effect on game play do not require a specialization or a roll of any kind.

Healing Semblances

Semblances that give direct control over character Health and Aura regeneration are inherently unbalanced and usually too complex to make work in any fashion. There is simply not a large enough economy of mechanics in the Unofficial RWBY Tabletop RPG to allow for one character to nullify Damage with little to no investment.

Flavor is Free

An important rule of thumb for GMs is the concept that flavor is free. Specifically during character creation, this concept can allow players to craft their play to their desires without affecting the game. Flavor is any descriptor that is there to simply add flare to an Action or a character, and it should always be free. Describing in detail how the sheath of the sword folds out into a shield, or how the character possesses a fully functioning prosthetic arm, does not significantly influence play, and these are excellent examples of flavor. Flavor is often an easy way for characters to generate RoC without too much investment.

Flavoring game mechanics to suit aesthetics is encouraged, such as describing multiple Additional Weapon Modifications as one rapid fire weapon

Defensive Rolls

Any time the characters come upon a hazard that can do them harm, whether it be an entity actively trying to attack them or just a part of the world that carries no particular malice, a Defense Check must be rolled.

There are five different Defensive Checks, and which Attribute is rolled is dependent on how the character chooses to overcome the obstacle. Different Defensive Checks have different effects that depend on which Check was used and what the outcome of the roll was. Characters can generate RoC with a clever defensive action.

Counter Attack Reactions

Characters who avoid an Attack by 5 or more above the Threshold may make a Counter Attack as a reaction instead of the normal bonus for avoiding the Attack. This counter must be a form of Attack that shares an Attribute with the Defense Check. For example: if a character defends themself with a Semblance Check, they can Counter Attack using either WIL or PER, such as an Energy Ranged Attack, Semblance Attack, or a WIL-based Dust Attack. They may also choose to perform any Minor Action instead. Characters may, at any time, choose to do nothing with their reaction.

Parry - STR+PER

Preempting the strike and redirecting the Damage elsewhere. Melee Attacks and most physical hazards like falling boulders can be parried, but Ranged Attacks and incorporeal hazards like explosions cannot. When a character successfully parries an Attack, they immediately inflict 3 points of Damage to their attacker.

Dodge - AGI+PER

Moving out of the way as quickly as possible. Almost all Attacks and hazards can be avoided by Dodging except in special cases such as poison gas. Successfully dodging a hazard allows the character to immediately move up to one Range Increment away or perform any minor action that does not require a roll.

Resist - END+PER

Reliance on the durability of the body to absorb any ill effects. Characters can attempt to resist any hazard regardless of source. If a character does not succeed at making a Resist Defensive Check, they may choose to take 1 point of Damage to Health rather than the normal Damage to Aura.

Semblance - WIL+PER

Semblances can be used to avoid Damage, but which Attacks and hazards can be avoided are based on how the Semblance is used. The character must have at least 1 point of Aura to make this Check. Before rolling a Defensive Check, characters can choose to Empower their Semblance at the cost of 1 Aura.

Dust - DIS+PER

Dust Phial effects can be used to avoid Damage, but which Attacks and hazards can be avoided are based on how the Dust is used. The character consumes one Capacity to make this Check. Characters can choose to Capacity Boost a Dust Defensive Check.

Characters with strong defensive abilities can be just as effective offensively.

Action Sequence

Combat begins when two sides come in conflict, usually between the characters and Grimm. When both sides are aware of each other, and one side Attacks, all characters roll an Initiative Check.

An Initiative Check is one of two Skill Checks:

Initiate (WIL+PER) - Working up the nerve to Attack first.

*React (AGI+PER) -* Reacting to an opponent's Initiative and moving faster.

The character who rolls the highest Initiative compares their score to the Speed Attribute in the Enemies' stat block. Only Enemies with higher Speed Attributes than the highest character Initiative may act before the players.

All characters in the party, and all enemies on the opposing side, act at the same time as their allies. Players are encouraged to narrate their Action Sequence on their turn, weaving their Actions with each other and working together to overcome their enemies. Characters and their enemies take turns using their Action Sequence. When one side has exhausted all their Actions during a Sequence, the other side begins their Action Sequence.

All creatures have three Actions on their turn, and only two of those can be classified as Major Actions. All three Actions in a sequence can be a Minor Action.

Sometimes characters can perform Extra Actions that do not use any part of their normal Action Sequence. These are usually small Actions that come from a Specialization or when the characters have gained RoC and their Action Sequences become more complex.

Characters with multiple viable attack methods can adapt to many different threats.
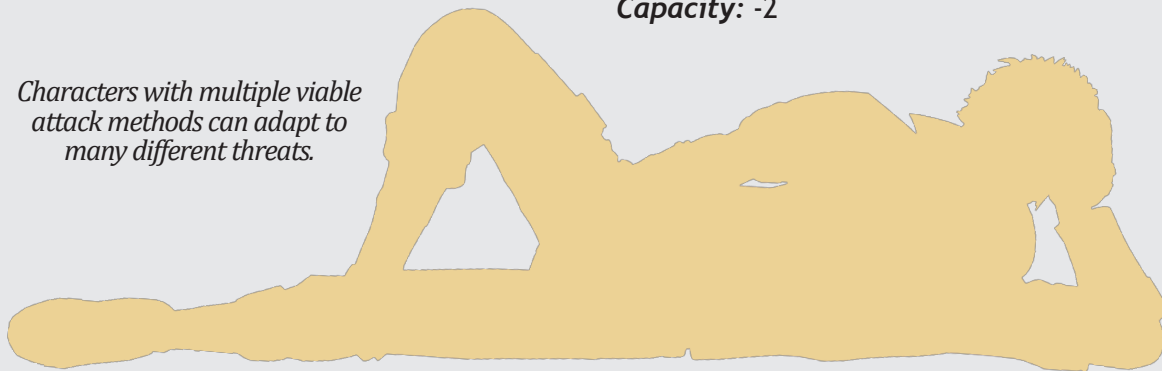
Attack Actions

Melee Weapon Attack
Accuracy: Melee Weapon Style
Range: Adjacent
Damage: 1d6 + STR

Ranged Weapon Attack
Accuracy: Ranged Weapon Style
Range: Long Range
Damage: 1d6
Capacity: -1

Thrown Melee Weapon Attack
Accuracy: Melee Weapon Style
Range: Close Range
Damage: 1d6.
Special: Weapon falls at target's feet.

Semblance Attack
Accuracy: WIL + relevant Attribute
Range: Close Range
Damage: WIL

Unarmed Attack
Accuracy: STR + END
Range: Adjacent
Damage: STR

Martial Arts Attack
Accuracy: STR + PER
Range: Adjacent
Damage: 1d6 + STR

Dust Phial Attack
Accuracy: DIS + Dust color's relevant Attribute
Range: Close Range
Damage: DIS
Capacity: -2

Common Combat Actions

Attack

Making an Attack, regardless of type, is a Major Action.

Semblance

Using a Semblance, or trying to maintain an ongoing Semblance, is a Major Action.

Movement

The character moves one Range Increment closer or farther away from a target as a minor action.

Skill Check

Making any Skill Check, including Dust Phials, is a Minor Action.

Reload

Refilling Capacity by the character's DIS+1 is a Minor Action. Characters with Extended Magazine can reload their entire Capacity as a Major action.

Charge Attack

Characters can spend both of their Major Actions on a Charge Attack by consuming up to an additional 3 Capacity. The character can add a bonus equal to the spent Capacity to a Weapon Attack's Accuracy and Damage roll. Characters can use a Capacity Boost in addition to a Charge Attack.

Grappling

As a minor action, a character can attempt to Grapple a target. When they do, they must make a Grapple Check compared to the target's Speed Attribute. If the target has a Threat Level equal to the character's current RoC, the creature is Held in place. If the target has a higher Threat Level than the character's RoC, the character holds onto the creature and moves with it when the creature moves during its turn. If the target has a Threat Level lower than the character's current RoC, the creature can be moved as a minor action or thrown a short distance as a major action with a Lift Check against the target's Defense Threshold.

Situational Rules

Stealth and Sneak Attacks

If a character succeeds on a Stealth check in combat against an enemy's Special Attribute, that character becomes a low priority target for that enemy.

The Character has advantage on the next attack they make on an unaware adjacent enemy. Making an Attack while hidden immediately reveals the character.

Attacking a target while hidden from them typically takes place before Initiative is rolled. To gain the benefits of a Sneak Attack, the target must be caught completely off guard and unaware of any threat.

Attacks made against an adjacent enemy when the target is unaware of any threat can only miss with a Natural 2.

Falling Damage

A character in free fall descends one Range Increment during each action of their Action Sequence. If the character hits the ground during an uncontrolled fall, they take 1 Damage. If the character does not hit the ground at the end of an Action Sequence, they will continue to fall at that rate until they do, the Damage increasing by 1 each time the character falls a Long Distance.

While the character is falling, they can use an action to make an AGI+END Check with a Threshold of 10 (+5 per range increment they fall, max 40) to gain control of the fall. Characters in controlled falls do not take Falling Damage and may add the Damage they would have taken to any Melee Attack made on a target at the end of their fall. Taking Damage while in a controlled fall will send the character back into free fall.

Status Effects

Status Effects are anything that hinders the target in some way beyond Damage. Most Status Effects are applied by targeting an enemy's weak points or through the use of Dust.

Status Effects last until the end of the Scene unless otherwise noted. If the character's current Aura is at 0, the effect lasts until the end of the Chapter.

Status Effects with similar effects do not stack on the same target, but different status effects can be applied to the same target.
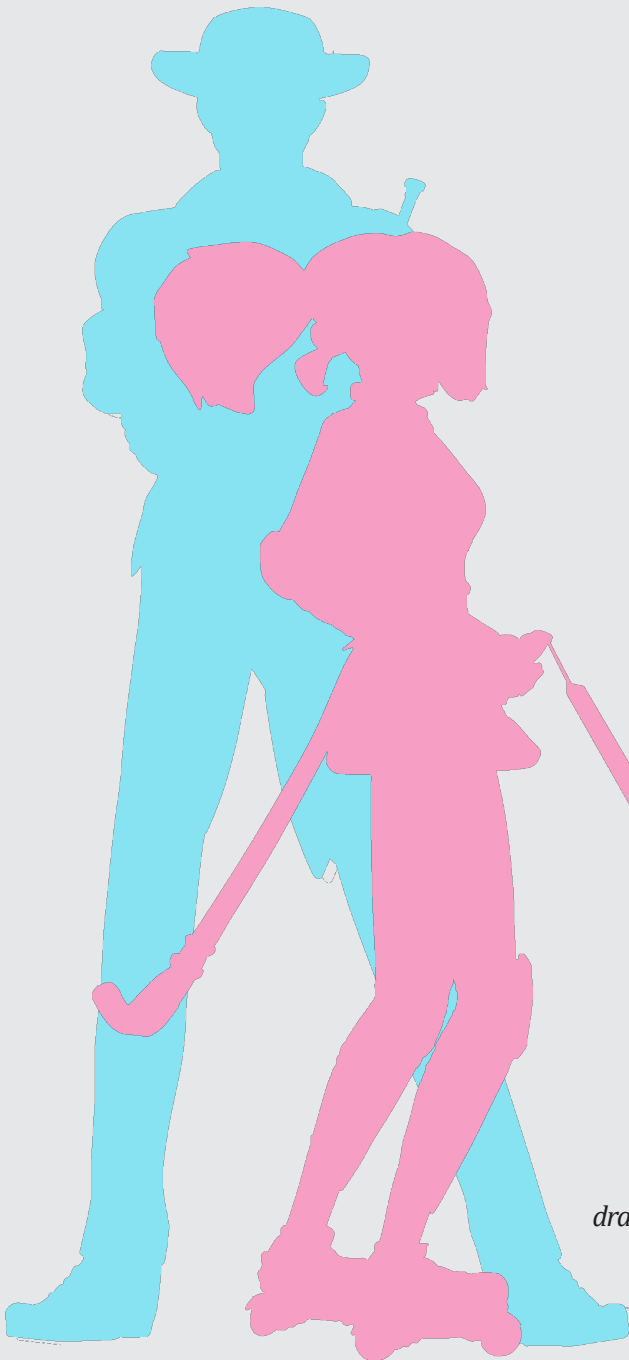
Blinded
Decrease Attack Threshold by 5 during the next Action Sequence. Characters have disadvantage on their attacks during their next Action Sequence.

Cleaved
Decrease all Defense Thresholds by 5.

Confused
Decrease Target's Special Threshold by 5 and Characters cannot use their Semblance during the next Action Sequence.

Crippled
Decrease Attack Threshold by 5.

Held
Cannot make any movement Action during the next Action Sequence.

Helpless
Cannot take any Actions for the rest of the scene. Unconscious characters are Helpless.

Stunned
Cannot make any Actions during the next Action Sequence.

Staggered
Reduce Targets Speed Attribute by 5 and lose one Action during the next Action Sequence.

Weaken
Decrease base Defense Threshold by 5 until hit by an Attack. Characters have Disadvantage on their Attacks during their enemy's next Action Sequence.

Additional Effects
While not the same as most Status Effects, being in Cover or being Disarmed can affect fights in similar ways.

Cover
Increase Defense against Ranged Attacks by 5.

Disarmed
Reduce Attack Threshold by 5. Target can pick up weapon at their feet as a minor Action.

Clever use of Status Effects can drastically change the course of a fight.

Assets

Assets allow characters to have progression that lasts between sessions. Assets are presented to characters after major combat encounters, such as after fighting a Difficult Enemy Rival or a significant plot development. Any character may possess multiple assets. Some assets have similar functions to Ranged Weapon Attacks or Dust but have unique properties or mechanics that make them incompatible with standard character creation. Assets are not always objects and can instead be more abstract concepts like favors.

Assets can be used as a starting point when coming up with custom Specializations. However, many of the Assets presented here are more powerful than Specializations and are ill suited for direct transition.

Sentry Turret

Once during a Scene, a character may place an automated sentry turret that acts once on their turn. The Turret cannot move but draws attention to itself as if it were a character. The character who placed the Turret rolls its Attack and Defense Checks, using its Attributes rather than their own. The Turret has no Aura and can only roll its given bonus to defense. When the Turret is destroyed, it cannot be used again until making an AGI+DIS Repair Check of 25.

Health: 5

Attack: Machine Gun, +7

Defense: Armor, +4

DJ Helmet

A large and top-heavy helmet worn by Junior's DJ. This helmet is almost two feet in diameter and resembles the head of a teddy bear. While wearing this helmet, characters are completely unaffected by all sonic Attacks and Pink Dust effects, but their PER is treated as 0 for all non-defensive Skill Checks.

X-Ray Scope

A high-tech scope attached to the character's weapon that allows them to see through thin walls and obscuring smoke, fog, and darkness.

Jump Pack

A small backpack powered by Violet Dust that can be used to jump short distances either vertically or horizontally. This Asset gives the character access to the Mobility Specialization that can be used in any direction, and they can stay aloft in midair by hovering.

Emergency Evac

By making a call to a friendly civilian pilot, the characters are immediately evacuated on a Bullhead Airship on the following Action Sequence. Once they are evacuated, the Scene immediately ends.

Emergency Gunship

By making a call to a friendly military pilot, on the next Action Sequence, an Atlesian Valkyrie Gunship will arrive and deal 80 Damage divided among enemies designated by the character with the Asset.

Emergency Medical Supplies

A small pack containing first aid supplies infused with exotic and rare dusts. Characters can use this asset on themselves or another character as an action to heal any amount of damage with the remaining supplies. Contains enough materials to heal a total of 5 points of health and once that amount of healing is spent the asset disappears.

Deployed Hologram

The character tosses a small holographic device at Close Range. It becomes the priority target for any nearby enemies during their next Action Sequence

Exotic Dust

Amethyst - Mind

Charm Crystals - Character becomes the singular focus of attention from the target. Target becomes unaware of any threats beyond medium range and can only target the character with Attacks during its next Action Sequence.

Nullifier Rounds - Target's mind becomes flooded with white noise preventing complicated actions. Target cannot use any actions to make Special Attacks during its next Action Sequence.

Phials - WIL + DIS

> *Illegal dust that is not available for common use by Huntsmen and Huntresses. Reserved for high ranking government operatives. Its existence was classified until recently.*
>
> **Simple.** Convince - Subject's emotions are easily confused.
>
> **Average.** Hallucinate - Subject becomes aware of objects that are not real.
>
> **Challenging.** Ignore - Subject is unaware of objects that are in plain sight.

Emerald - Life

Growth Crystals - Target is wrapped in rapidly growing vines and other vegetation. Target is Held.

Bramble Rounds - Area within Close range of the Target is covered in sharp thorns. Any creature that makes a movement action within the thorns during the next Action Sequence takes 1d6 damage.

Phials - AGI + DIS

> *An uncommon color of Dust that is not often seen in the hands of Huntsmen and Huntresses. A valuable commodity in locations with scarce resources.*
>
> **Simple.** Decay - Drain vitality from plant matter.
>
> **Average.** Overgrow - Spontaneously germinate plant seeds and stimulate growth.
>
> **Challenging.** Rejuvenate - Revitalize exhausted or diseased creatures. Cannot restore Health.

Silver - Time

Rewind Crystals - Target is briefly shunted back in time. Target moves back to the position it stood at the beginning of its last Action Sequence.

Pause Rounds - Target is frozen in temporal stasis. Target is Stunned but cannot be Damaged, moved, or interacted with in any way.

Phials - PER + DIS

> *Incredibly short lived and usually becomes inert before use. Typically only found in laboratory environments.*
>
> **Simple.** Pause - Subject is briefly unaffected by the passage of time.
>
> **Average.** Fast Forward - Target rapidly ages.
>
> **Challenging.** Rewind - Target travels backward in time.

Gold - Space

Neutron Crystals - Target generates a localized gravity well. All enemies within close range of the target with a lower Defense Threshold are pulled adjacent to target.

Warp Rounds - Open a brief portal between character and target. Choose one of the following effects: character and target swap locations; character appears adjacent to target.

Phials - STR + DIS

> *Experimental dust discovered by scientists aspiring to escape Remnant's atmosphere. All known canisters have disappeared to unknown locations.*
>
> **Simple.** Shunt - Force subject to move a short distance.
>
> **Average.** Lock - Subject cannot be moved from a point in space.
>
> **Challenging.** Portal - Link two points in space.

Onyx - Entropy

Void Crystals - Target is suffused with chaotic energy. The next successful Attack against target deals and additional 1d6 Damage. Dispatch Target threshold reduced to +15.

Blank Rounds - Target is subjected to a random status effect. Utilizing the roll of the character's first "natural" Damage d6:

1. Nothing
2. Weakened
3. Confused
4. Staggered
5. Blinded
6. Held

Phials - END + DIS

A mythical form of dust that is chaos incarnate. Little is known about this dust as no one has encountered it in person. Rumors suggest it has a similar composition to Grimm smoke.

Simple. Suppress - Decrease heat, light, sound, and any other high-energy effects.

Average. Dispel - Lingering supernatural effect is dispelled.

Challenging. Destroy - Subject ceases to exist.

Common Dust Cylinder

When the character Reloads, they can choose to roll 1d6 to determine the color of Dust that is loaded.

1 - Red
2 - Yellow
3 - Blue
4 - Black
5 - White
6 - None

Uncommon Dust Cylinder

When the character Reloads, they can choose to roll 1d6 to determine the color of Dust that is loaded.

1 - Orange
2 - Violet
3 - Green
4 - Pink
5 - Brown
6 - None

Whisper Rounds

A character may select to use Whisper Rounds in place of Dust when they Reload. Characters that already have Pink Dust loaded into their weapon may choose to utilize Whisper Rounds at any time, but the effects do not stack concurrently with Echo Rounds. Whisper Rounds make no discernible sound outside of a Medium Range around the shooter. Using Whisper Rounds consume the same amount of capacity as other Dust Round Effects.

Dust Shards

Dust Shards are a naturally occurring form of Dust that can be found and used by Huntsmen and Huntresses. Dust Shards are most commonly found in Red, Yellow, Green, and Blue colors, but all types are possible. Dust Shards imbue a temporary elemental effect into any weapon they come in contact with. Weapons affected by Dust Shards exhibit the same Crystal and Round Effects as if the character had selected the same color of Dust during Weapon Design. Dust Shards can also be used as a short-lived focusing agent for Phial-like effects. All Dust Shards come at a maximum of 5 Capacity. Upon consuming all the Capacity of a Shard, it becomes inert and useless. Shards may be used by any character regardless of their existing Dust Specializations.

Form Focus

The weapon is designed to use a more-diverse color selection of Dust while only being compatible with a single form of the selected Dust.

Select two colors of Dust. The character gains access to either the Crystal or Round effect of those two colors when they reload but no other forms of those colors.

Vehicles

Most characters will encounter vehicles at some point in their careers. Different vehicles have different Attributes required to successfully pilot them, as well as speed, health, and means of Attack if any exist. Vehicles with integrated weapons do not take a Damage penalty for not being a character's signature weapon, but Actions such as ramming do. Attempting an Action that is above normal operation such as hard turns at full speed, jumping off ramps, or evasive maneuvers requires making a Check. All defensive checks made on behalf of the vehicle use the piloting check.

Bumblebee Motorcycle

Remnant Motors is proud to unveil the CCX-Bumblebee: a sleek and agile bike that traverses the urban environments of Vale quickly and in style. Using a new mixture of Orange and Red Dust, the Bumblebee is able to push the bounds of the road to the limit and turn heads the whole way. Comfortably seats two.

Pilot Check: AGI+PER

Health: 15

Movement: Up to 3 Range Increments per Action

Attack:

> Weapons held by character at Disadvantage

Purchase: 30

Mount

Horses are the most common mounts, but any large quadrupedal animal can become a trained mount. Some citizens of Vacuo and those who live in the Wilds often ride mounts to get from point A to B.

Pilot Check: STR+PER

Health: 10

Movement: Up to 2 Range Increments per Action

Attack:

> Weapons held by character

Purchase: 20+, Variable

Because it is extremely fast, it is very difficult to aim from the back of the Bumblebee Motorcycle.

Atlesian Paladin

The newest addition to Atlas' defense force is used when a more-human touch is required in an otherwise android-dominated space. The Atlesian Paladin houses a single pilot and stands over 15ft tall. It is surprisingly nimble for its size and often ignores any obstacles placed in its way. Given the nature of the Paladin, characters assume its physical Attributes rather than using their own. They must succeed a piloting Check (PER+DIS) of 25 to be able to use it. Characters usually cannot make Semblance or Dust Checks while inside.

When piloting a Paladin, a character has one RoC higher than normal.

Attributes

STR: 5

AGI: 0

END: 4

Pilot Check: PER+DIS

Health: 25

Movement: 1 Range Increment per Action

Attacks:

> Hydraulic Arms: STR+END
>
> Homing Rockets: PER+DIS. Targets up to 4 long range enemies simultaneously.

Purchase: 40

Bullhead Transport

The Bullhead is a common air transport in Vale and Atlas. Typically lightly armed and heavily armored, the Bullhead is not renowned for its speed or agility and is not typically designed for front-line combat. The Bullhead is usually piloted by a single pilot and one co-pilot. The bay doors on the sides of the airship can be opened and has space for another 12 passengers.

Pilot Check: AGI+PER

Health: 25

Movement: The Bullhead can fly and hover. It moves up to 2 Range Increments when it uses its movement in the air.

Attacks:

> Chin mounted Machine Gun: +9
>
> Weapons held by passengers.

Purchase: 40

Atlesian Colossus

The Atlesian Colossus is the last line of defense for Atlas against the largest Grimm that live in the sea. One of the largest Atlesian defense constructs in Remnant, the Colossus has a squat form with long limbs. One arm is outfitted with a drill that can pierce the toughest of Grimm hides, and the other is a rotating dust cylinder.

Given the nature of the Colossus, characters assume its physical Attributes rather than using their own. They must succeed a piloting Check (PER+DIS) of 30 to be able to use it. Characters usually cannot make Semblance or Dust Checks while inside.

When piloting a Colossus, a character has two RoC higher than normal.

Attributes

STR: 5

AGI: 0

END: 5

Pilot Check: PER+DIS

Health: 35

Movement: 1 Range Increment per action

Attacks:

> Drill: STR+END. This Attack can be made at up to medium range.
>
> Dust Cylinder: PER+DIS. Make an Attack up to long range. You can then choose to have the target be Held, or deal an additional 1d6 Damage to adjacent targets.

Purchase: -

Wealth and Possessions

Huntsmen and Huntresses are trained, employed, and paid by the kingdom they live in. Their primary function is the protection of their kingdom from the forces of Grimm, but many are often hired for scouting, law enforcement, or diplomatic relations. Huntsmen and Huntresses enjoy a level of fame and status, and most of their worldly needs such as housing, transport, and sustenance are covered by the kingdom that hires them.

However, sometimes characters find themselves in need of certain goods and services not otherwise provided, in which case a Wealth Check is rolled. Wealth Checks are a way to keep the management of a character's finances from getting as complicated as actually balancing a checkbook. The wealth Check takes into account their commission from the state, and day-to-day expenses. A measure of a character's wealth is in the form of a WIL+DIS score, the ability to influence others through experience and study. Any time a character wishes to make a purchase of goods, they roll this bonus against a Threshold that the GM has set as the difficulty to acquire those goods. Cost is not the only factor of this Threshold; scarce or illegal goods increase the difficulty Threshold, and any time the characters have come across a windfall temporarily decreases it. Characters who exceed the threshold of a given purchase acquire the given item or service, and those who fail simply don't have the funding available at this time. Depending on the cost of the purchase, the amount of time needed to wait before trying again varies. Purchases requiring a 15 will only require a day to wait and try the Check again, while 25 and over can take a significant amount of time. Barely exceeding a given Check represents using most of one's available funds and may increase subsequent Checks until a suitable amount of time has passed. Lien changes hands in physical cards a few inches across. Differently colored cards represent different values.

In addition to the character's weapon and necessary ammunition, they also have access to a scroll. A scroll is a personal communication device similar to a cell phone that can communicate on local and long distance information networks. It allows the character to monitor the status of and communicate with their team.

Example Wealth Checks:

10: Purchase of small luxury items like clothes or entertainment.
15: Bribe a bouncer at Junior's Club.
20: Buy Junior's silence.
25: Purchase tickets for an exclusive gathering.
30: Purchase a vehicle with cash.
35: Bribe a Central Council Member of Remnant.

While not as common as in combat scenarios, it is absolutely possible to be Cool in social situations.

Player Versus Player

Sometimes players want to test themselves against each other. All characters roll their respective Initiatives at the start of the conflict. The side with the highest Initiative roll goes first.

When players Attack, they roll the relevant offensive Attributes and the defending player makes a Defensive roll as normal. The higher number succeeds, and ties go to the defender. All Checks between players are opposed rolls.

Sanctioned matches are usually fought to 1 Aura, but there are other "official" rules such as Aura Break (Aura reaches 0), First Blood (Health takes 1 point of Damage), and KO (Health reaches 0). In all other ways, combat functions normally.

There are two ways to run player combat: Balanced and Unbalanced.

In Balanced Combat, RoC is homogenized for all sides and is the same for everyone. In Unbalanced Combat, each player (or team) has their own RoC score and must compete to keep from falling behind.

In Unbalanced Combat, Natural Rolls of 20 and 2 do not modify RoC.

Monster Verses Monster

When two entities that would normally be controlled by the GM come in conflict, a simple format can be used to determine the winner. The two monsters have their Health compared, the Health of the weaker monster is deducted from both monsters' Health, and the weaker monster is defeated. This effect happens over a number of turns equal to the weaker monster's Damage Value. Multiple monsters acting in sync are treated as a singular entity by adding their Health totals together. Otherwise, they function as above.

When a Rival faces any other type of enemy, the Rival wins, but takes Damage equal to the other enemy's highest Damage Value.

Example:

A Beowolf and a Thug attack each other. The Thug has 10 Health, and the Beowolf has 25. The Beowolf's Health becomes 15 in one turn, and the Thug is defeated.

Multiple monsters acting in sync are crafted into a singular entity by adding their Health together. Otherwise, they function as above.

Optional Rules

Option: Spending RoC Dice

In standard play, RoC dice are meant as a reward for creative thinking and cinematic combat. An additional die added to skill checks and damage rolls for the entire team is a significant spike in power that allows the characters to ignore conventional logic to achieve the impossible. With this optional rule, RoC dice can become a powerful resource to be spent on pivotal moments. Spending an RoC die removes it from the team pool, and so needs a unanimous agreement from the party to occur. Adding this option can cause characters to spike even more sharply in power, but also encourages them to earn RoC more in a given scene.

The following are examples of effects that could be gained by spending an RoC die. When describing the effect, players are encouraged to describe the effect in vivid detail:

Execute: Instantly dispatch one enemy as an action with a threat level lower than the party's current RoC level.

Second Wind: One Character is immediately healed to full health and Aura. Can be used on Unconscious characters even during the enemy action sequence.

Taking 10s: For one skill check, treat all d10s as if they had rolled a 10. However, does not count as a Natural 20.

Deus Ex Machina: Something outside the character's control suddenly manifests, such as a secret latent ability or a sudden environmental advantage.

Option: Canon Dust Colors

Dust in the Unofficial RWBY Tabletop is not accurate to the canon of the show. There are many inconsistencies in the show that leave many colors of dust up to interpretation, and some evidence contradicts several pieces of information presented in this book. The Dust presented in the Unofficial RWBY Tabletop RPG is a compromise to provide a diverse and interesting set of options and includes several colors and effects that are not apparent in the show.

If you want your game to use Dust that is more correct according to the source material, make the following changes:

Change Colors:

Wind - White

Water - Dark Blue

Electricity - Yellow

Rock - Brown

Force - Black

Ice - Blue

Light - Cyan (limited to assets)

Add Color:

Life - Green

Remove Colors:

Sonic and Acid Dust.

Attributes:

All Phials use WIL+DIS attributes.

Names:

Force - Gravity.

Light - Hardlight

Life - Plant

Option: Alternate Attribute Generation

The given system of ranking Attributes from 5 to 0 starts all characters at the same level and forces every player to make tough decisions regarding their skills. Other forms of Attribute generation can make these Attributes more or less extreme.

Variant: Roll 1d6-1 six times. This can give a completely randomized array between 0-5.

Variant: Divide 15 points between the six Attributes. Attributes can be made no higher than 5 and no lower than 0. This tends to create more-extreme characters with little middle ground.

Option: Structured RoC

Normally, when a player describes an Action creative enough to generate RoC, the extra die does not come into play until after they have succeeded on the associated Check. This can lead to cool ideas being stifled by bad luck.

Use this option to allow characters more control over their RoC as well as allow them to be immediately rewarded for creative and interesting solutions to problems.

Variant: When a player makes an Action that is sufficiently cool, or rolls the same number on both Natural Dice (with the exception of a Natural 2), add 1d10 to the pool of dice for that Check. If the total result from the dice is 25 or more, the entire party keeps that 1d10 in the dice pool. This Threshold is decreased by 5 if the Action is taken in tandem with another teammate's Actions. Each time the characters earn a level of RoC in this way, the difficulty required to keep the next die increases by 5.

Option: Character Progression

When characters are played persistently over multiple Chapters, they have the option to gain experience and level up at milestones throughout their adventure.

Level 1: Heritage Attribute

At the end of their first Chapter, characters increase one Attribute by 1, based on their Heritage.

Atlas: +1 STR

> All Atlesian Huntsmen and Huntresses go through mandatory military service.

Faunus: +1 PER

> All faunus posses superior night vision and keen hearing compared to that of humans.

Mistral: +1 DIS

> Mistral's vast libraries and strong sense of duty cultivate highly studious and disciplined Huntsmen and Huntresses.

Vacuo: +1 END

> The harsh deserts of Vacuo force its natives to be hardier than average.

Vale: +1 WIL

> Due to its centralized location and large population, Huntsmen and Huntresses of Vale are much more capable of influencing others.

Wilds: +1 AGI

> Between the kingdoms is a lawless wild land home to lonely villages, bandits, and Grimm. Without the safety of walls, people must be quick to survive.

After Chapters with major story beats, the GM can decide to increase the character's level further. The following is just a guideline for rewarding players, and the GM is encouraged to create rewards at their own discretion.

Increased Resources

At Level Two, characters increase their Health, Aura and Capacity by 1.

Exotic Specialization

At Level Three, characters can select an additional Specialization, Custom Asset, or a Semblance Aspect. If a character chooses a Semblance Aspect, any Semblance Checks they make using that Aspect is decreased by 5.

Attribute Increase

At Level Four, the character can increase one of their Attributes they have not already increased from leveling up (including their Heritage Attribute) by 1. This increase also affects the size of their resource pools or Specializations they can select.

Level 5 And Beyond

At Level Five and beyond, the rewards are repeated, and characters gain the benefits of levels two, three, and four again, in order, at one benefit per level.

Special: If they are using the "Structured RoC" optional rule, the difficulty required to maintain the RoC die is decreased by 5 at this level.

Level	Benefit
2	*Increased Resources*
3	*Exotic Specialization*
4	*Attribute Increase*
5+	*Repeat*

GRIMMOIRE

Enemies are entities that oppose the characters and have a degree of intelligence. Enemies come in three basic types: Grimm, robots, and humans. There are also Rivals who are enemies that possess some degree of training as a Huntsman or Huntress, as well as Swarms which are large groups of easily dispatched enemies. Enemies have an Action Sequence similar to the characters'. This Action Sequence has three total Actions, two of which can be Major Actions, and one Minor Action for moving one Range Increment. All enemy stats are fixed numbers that players must roll against.

Enemy Health Pools

Add the Health totals of all enemies in an intended encounter. This total correlates with how difficult a fight will be. Typically, an encounter should last at least three turns of full combat. Given the nature of RoC, these numbers can fluctuate significantly, but this is usually a suitable starting point.

Short: Less than 100 Health
Medium: Between 100 and 200 Health
Long: Over 200 Health

Dynamic Combat Scenes

As a combat encounter progresses, characters will inevitably outscale the enemies they are fighting. It is usually fitting to introduce more-threatening enemies after the characters have achieved certain levels of RoC. Large Grimm are attracted to the released smoke of slain smaller Grimm. Robots and humans send reinforcements when their weaker front line troops are defeated.
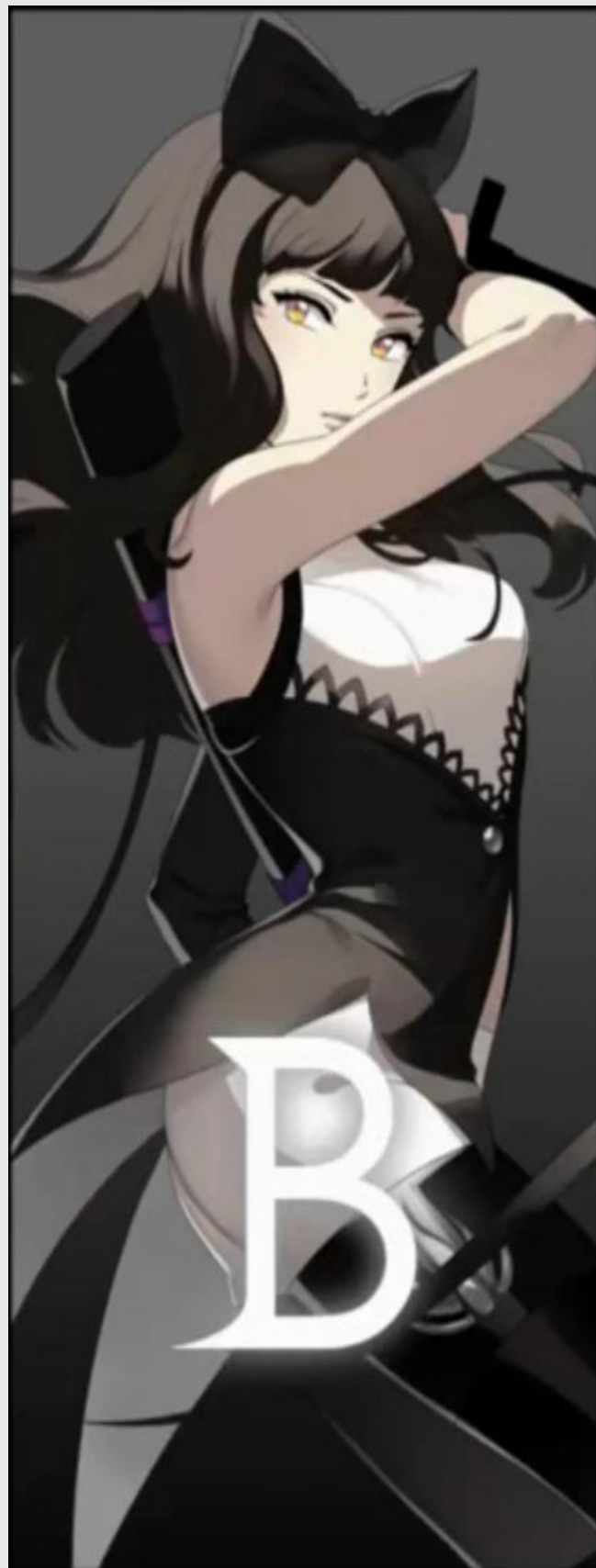
Defense Thresholds

Players rolling Attacks against enemies are awarded bonuses upon defeating the monster's Defense Threshold by a given amount. Players can choose which bonuses they gain at each increment over an enemy's Threshold.

For every five points the character rolls above a Target's Defense Threshold, they gain a bonus effect.

Characters that roll 10, 15, or 20 points above the target's Base Defense stack with bonuses from previous tiers.

For example: if a character rolls 15 over a Beowolf's Defense Threshold, they deal Base Damage to the target and also gain one +5 effect, one +10 effect, and one +15 effect. The character can also choose to downgrade from a higher-level effect to a lower-level effect.

Characters can target specific Threshold bonuses. Doing so increases the Base Threshold to 5 lower than the targeted effect. Critical Damage cannot be targeted in this way. If the character chooses the Stagger or Confuse effects, they do not deal their Base Damage.

Attack Roll	Effect
Defense Threshold	Deal Base Damage to Target
+5 Over Threshold	*Damage to Target Plus…*
+5	Critical Damage
+5	Stagger Target
+5	Confuse Target
+10 Over Threshold	*One +5 Bonus Plus…*
+10	Maximize Damage
+10	Cripple Target
+10	Collateral Damage
+10	Any +5 Bonus
+15 Over Threshold	*One +10 Bonus Plus…*
+15	Cleave Target
+15	Stun Target
+15	Any +10 Bonus
+20 Over Threshold	*One +15 Bonus Plus…*
+20	Dispatch Target
+20	Any +15 Bonus

Threshold Keywords

Critical Damage: Bonus Damage added to Base Damage from the character's weapon and RoC. Can be selected multiple times.

Maximize Damage: Automatically treat all d6 of Damage as if they had rolled 6.

Collateral Damage: All Damage and Status Effects done to the primary target of the Attack is also dealt to any enemies Adjacent to the primary target that have a Defense Threshold equal to or less than than the primary target.

Dispatch Target: Immediately reduces target's Health to 0. Choosing to Dispatch a target precludes any other effects.
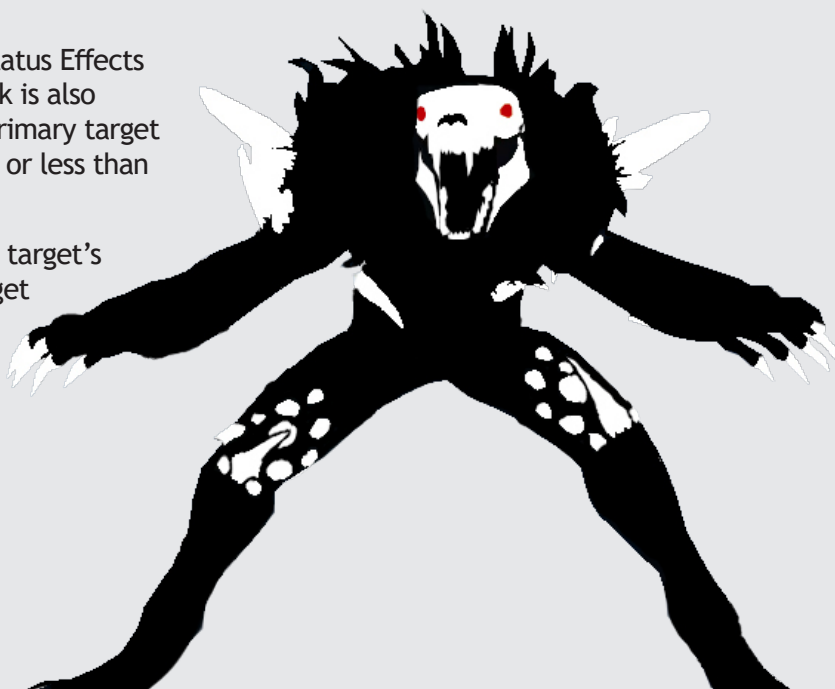
Enemy Statistics

Name

Description: A short physical description of the enemy in question.

Health: How much Damage an enemy can withstand before being defeated, killed, or destroyed.

Speed: This number is what characters compare their Initiative score against. If multiple enemies with different Speed Attributes are in the Scene, only the ones with a Speed higher than the character with the highest Initiative roll may go before the characters.

Defense: This is the base Threshold that characters must surpass with an Attack Roll in order to deal Damage. For every 5 points over this number that a character's Attack rolls, the Attack gains a bonus effect.

> *Critical:* Extra Damage dealt from the Critical Damage Defense Threshold.

Attack: The Threshold that characters must pass with a Defensive Check in order to escape unscathed. Attacks have an Adjacent Range unless otherwise noted.

> *Damage:* This value represents how much Damage is dealt to a character when they roll lower than the Attack Threshold with a Defensive Check.

Special: The number that must be surpassed for non-Attack Semblance and Dust Checks to affect the target. Any Special Attack abilities use this number for the Attack Threshold.

> *Damage:* This Damage value represents how much Damage is dealt to a character when they roll lower than the Special Threshold with a Defensive Check. Not all enemies have a Special Damage value.

Abilities:

Special Actions the enemy can take on its turn by giving up the requisite number of Major Actions during its Action Sequence. Enemies with Passive Abilities do not spend any Actions to use them.

Threat: A general guideline for how much RoC is necessary to defeat the enemy in question.

Grimm

Grimm are the greatest persistent threat to every person on Remnant. They are drawn towards large concentrations of negative feelings and energy. Generally, Grimm have little more than a rudimentary instinctual intelligence, but as they age, they can learn and grow significantly. Grimm all have crimson eyes and pitch black fur or scales. Older Grimm have large plates of white bone armor etched with red streaks. When a Grimm is slain, it is destroyed and immediately begins to evaporate into a black mist that quickly dissipates.

Beowolf

Description: Beowolves are dangerous bipedal canines about 6 ft tall. They are universally encountered in packs of any number, ranging from four to massive hordes in the dozens. While their offensive potential is threatening, some huntsmen have been known to kill numerous Beowolves in a single attack.

Health: 25

Speed: 20

Defense: 15   *Critical:* 1d6

Attack: 20   *Damage:* 1, Claws

Special: 20

Abilities:

Howl - 1 Action. Medium Range

> The Beowolf howls and all Beowolves within range deal an 2 damage with all Claw Attacks during their next Action Sequence.

Threat: 0 RoC

Beringal

Description: An ape-like Grimm with long, powerful arms and short, stout legs. It stands about 15 ft tall with its knuckles dragging on the ground. Its lumbering movements are immediately identifiable at a distance and smaller Grimm are naturally drawn to it.

Health: 85

Speed: 20
Defense: 25   *Critical:* 2d6
Attack: 20   *Damage:* 3, Fists
Special: 15

Abilities:

Monstrous Throw - 1 Action. Medium Range.

The Beringal throws an Adjacent Grimm ally at a character. The thrown Grimm must be a Lower Threat than the Beringal. The thrown Grimm immediately makes an attack without using an action.

Threat: 1 RoC

Boarbatusk

Description: A solitary pig-like Grimm, the Boarbatusk is surprisingly fast, often catching hunters unaware. It stands about 4 ft tall at the shoulder, its wicked tusks nearly the length of its body. They are only ever found in pairs, making them prime targets for capture by tenacious Huntsmen.

Health: 45

Speed: 20
Defense: 20   *Critical:* 1d6
Attack: 15   *Damage:* 1, Tusks
Special: 15

Abilities:

Rollout - Passive.

The Boarbatusk curls into a ball and rolls at high speed towards its target. If the Boarbatusk uses two movement actions on its turn, its Defense Threshold increases by 5.

Threat: 0 RoC

Centinel

Description: A subterranean Grimm that resembles a massive centipede. Centinels gather in large swarms and can dive in and out of loose rock and sand like water. They are typically found in the northern continent and rarely breach the surface.

Health: 35

Speed: 25

Defense: 15	*Critical:* 1d6
Attack: 20	*Damage:* 2, Mandibles
Special: 20	*Damage:* 3, Burrow

Abilities:

Burrow - 1 Action.

The Centinel digs into the ground. While burrowed, the Centinel cannot be Attacked through conventional means. Ground-based Attacks with Semblance or Dust still function. The Centinel can resurface underneath a character, making a Special Attack. Characters struck by the Burrow Attack are constricted by the Centinel and Held, Characters must make an Escape Check (AGI+END) to end the effect. While constricting a character, the Centinel cannot Burrow again.

Threat: *1* RoC

Creep

Description: A recently discovered Grimm, this bipedal, subterranean monster has extremely powerful jaws, legs, and tail. However, it lacks arms altogether. Its existence was theorized many times before finally being revealed to the populace as a whole.

Health: 15

Speed: 15

Defense: 15	*Critical:* 1d6
Attack: 15	*Damage:* 1, Tail
Special: 20	*Damage:* 1, Dig

Abilities:

Dig - 2 Actions.

The Creep digs into the ground and moves undetected. To find an underground Creep, characters must roll a Detection Check (PER+DIS). While burrowed, the Creep cannot be Attacked through conventional means. Ground-based Attacks with Semblance or Dust still function. The Creep will then resurface underneath a character, making a Special Attack.

Threat: 0 RoC

Deathstalker

Description: Normally found in pitch-dark caves, this colossal scorpion-like Grimm is about 60 ft from head to tail, its body held about 10 ft off the ground. The Deathstalker's amber-glowing stinger has been known to attract treasure hunters by mistake.

Health: 135

Speed: 20

Defense: 30

Attack: 25

Special: 25

Critical: 3d6

Damage: 3, Stinger

Damage: 4, Claw

Abilities:

Reach - Passive.

> The Deathstalker can make Attacks against Close Range targets with its stinger.

Claw - 2 Actions.

> The Deathstalker makes a Special Attack against a character and tries to grab them with its Claw. If the Attack hits, the Deathstalker then throws the character a Long Range distance.

Threat: 2 RoC

Feilong

Description: The Sea Feilong, or Sea Dragon, is a massive, serpentine Grimm that lives in the oceans near Menagerie. While rare, ships traveling in the area are often well equipped to drive it off.

Health: 115

Speed: 25

Defense: 20

Attack: 30

Special: 25

Critical: 2d6

Damage: 4, Claws

Damage: 5, Tempest

Abilities:

Wings - Passive.

> The Feilong can fly and hover. It moves up to two Range Increments when it uses its movement in the air.

Fins - Passive.

> The Feilong can swim. It moves up to three Range Increments when it uses its movement in water.

Tempest - 2 Actions. Long Range.

> The Feilong inhales then lets out a powerful lightning blast from its mouth. This Special Attack can target up to two characters.

Threat: 2 RoC

Geist

Description: An exotic, ethereal Grimm, the Geist travels by floating a few feet off the ground. Its body appears no more tangible than wisps of smoke. In its natural form, it is very frail but takes possession of objects and creatures to defend itself.

Health: 1

Speed: 25

Defense: 25   *Critical:* 1d6

Attack: 0

Special: 20

Abilities:

Incorporeal - Passive.

> The Geist has no physical form and can only be damaged by Dust-infused or Semblance-based Attacks.

Possession - 3 Actions.

> The Geist takes refuge in an adjacent, inorganic object and animates it to become a form of Gigas. If the Geist has recently lost its Gigas form, it can use this ability to disappear into the ground and escape.

Special Defense - Passive.

> Semblance Attacks and Dust Phial Attacks target the Geist's Special Threshold instead of Defense.

Threat: 0 RoC

Gigas, Arma

Description: An Arma Gigas is created when a Geist possesses a robot or humanoid statue. This version of the Arma Gigas inhabits an enormous, archaic suit of armor.

Health: 100

Speed: 20

Defense: 25   *Critical:* 2d6

Attack: 25   *Damage:* 2, Sword

Special: 20

Abilities:

Reach - Passive.

> The Arma Gigas can make Attacks against Close Range targets with its Sword.

Ironclad Elemental - 1 action.

> Arma Gigas becomes permanently immune to one dust color that has been used against it. When the Arma Gigas' Health is decreased to 0, it changes into a Geist.

Threat: 1 RoC

Gigas, Glacie

Description: A golem that takes form when a Geist inhabits blocks if ice. Its torso floats in the air through sheer force of will, as do its four limbs. It stands over 50 ft tall.

Health: 90

Speed: 10

Defense: 25   *Critical:* 2d6

Attack: 25   *Damage:* 3, Arms

Special: 25   *Damage:* 1, Unstable Elemental

Abilities:

Reach - Passive.

> The Glacie Gigas can make Attacks against Close Range targets with its Arms.

Unstable Elemental - Passive.

> When the Glacie Gigas is Damaged, it sheds dangerous shards of Ice at close range. The Damage from this Special Attack increases to 2 if the triggering Attack had a dust-infused source. When the Glacie Gigas' Health is decreased to 0, it changes into a Geist.

Threat: 1 RoC

Gigas, Petra

Description: A golem that takes form when a Geist inhabits rocks in a natural setting. Its torso floats in the air through sheer force of will, as do its four limbs. It stands over 50 ft tall.

Health: 120

Speed: 15

Defense: 20   *Critical:* 0d6

Attack: 20   *Damage:* 3, Arms

Special: 30

Abilities:

Reach - Passive.

> The Petra Gigas can make Attacks against Close Range targets with its Arms.

Seige Elemental - Passive.

> The Petra Gigas is immune to any Dust effects that would alter its attributes. The Critical Damage of Petra Gigas increases by 1d6 for each of its base stats not at their full value. When the Petra Gigas' Health is decreased to 0, it changes into a Geist.

Threat: 1 RoC

Goliath

Description: A truly awesome, elephantine Grimm, the Goliath is the oldest and most massive Grimm most Huntsmen ever have the misfortune to see. Goliaths are found in large herds and are almost never alone. One of the more docile varieties of Grimm, they have been seen on the edges of society, but are rarely outwardly aggressive. It is suggested that even highly trained Hunters avoid Goliaths at all cost.

Health: 155

Speed: 10

Defense: 30	*Critical:* 3d6
Attack: 30	*Damage:* 5, Tusks
Special: 25	*Damage:* 4, Stampede

Abilities:

Stampede - Passive.

Characters Adjacent to the Goliath during its Action Sequence are immediately targeted by this Special Attack. If the Goliath is Confused, the Attack's Threshold increases by 5 and does 1 Additional Damage.

Reach - Passive.

The Goliath can make Attacks against Close Range targets with its Tusks.

Threat: 3 RoC

Griffon

Description: A quadrupedal Grimm that has similar dimensions to a horse, but with large bird wings and a beaked head. They move very quickly, and can travel equally fast along the ground or in the air. Griffons tend to travel in large hordes but keep away from civilization most of the time. They have been known to swallow their unsuspecting prey whole. A Griffon has the ability to fly short distances but cannot hover.

Health: 55

Speed: 25

Defense: 20	*Critical:* 2d6
Attack: 20	*Damage:* 3, Claws
Special: 20	*Damage:* 2, Wing Attack

Abilities:

Wings - Passive.

The Griffon can fly when it uses its movement in the air.

Wing Attack - 1 Action. Close Range.

The Griffon lifts onto its hind legs and outstretches its wings, making a Special Attack against all targets in range. Those struck by this Attack are Blinded and knocked one Range Increment away.

Threat: 1 RoC

King Taijitu

Description: The King Taijitu is a strange snake-like monster. Huntsmen unfamiliar with this Grimm will find more to it than meets the eye. It is actually two creatures in one, a snake with a head at each end of its 30 ft body. The Yin end is black and more active than the other half, utilizing deadly venom. The white Yang half is a bit more reserved, using brute force to slowly crush its prey. When one head is destroyed, the other continues to function normally.

Yang Taijitu

Health: 45

Speed: 20

Defense: 25   *Critical:* 1d6

Attack: 20   *Damage:* 2, Bite

Special: 25   *Damage:* 1, Constrict

Abilities:

Two in One - Passive.

> Any time the Yang Taijitu makes a movement Action, the Yin Taijitu immediately gains a free movement Action. The two heads cannot be farther than Medium Range away from each other.

Constrict - 2 Actions.

> The Yang Taijitu coils around its target for this Special Attack. Constrict cannot be Parried. This Attack deals Damage to the targeted character at the beginning of the character's Action Sequence every turn. While constricted, the character is held and can only escape by making a STR+END Check or if an ally does Critical Damage to the Taijitu. The Yang Taijitu cannot Attack any other target while constricting a character.

Threat: 1 RoC

Yin Taijitu

Health: 45

Speed: 20

Defense: 20   *Critical:* 1d6

Attack: 25   *Damage:* 2, Bite

Special: 20

Abilities:

Two in One - Passive.

> Any time the Yin Taijitu makes a movement Action, the Yang Taijitu immediately gains a free movement Action. The two heads cannot be farther than Medium Range away from each other.

Venom - Passive.

> Any target hit by the Yin Taijitu's Bite becomes Confused. While the target is Confused, it can only make Resist Defensive Checks. This effect subsides if the character takes an Action to try and suppress the effects with a Resolve Check (END+DIS).

Threat: 1 RoC
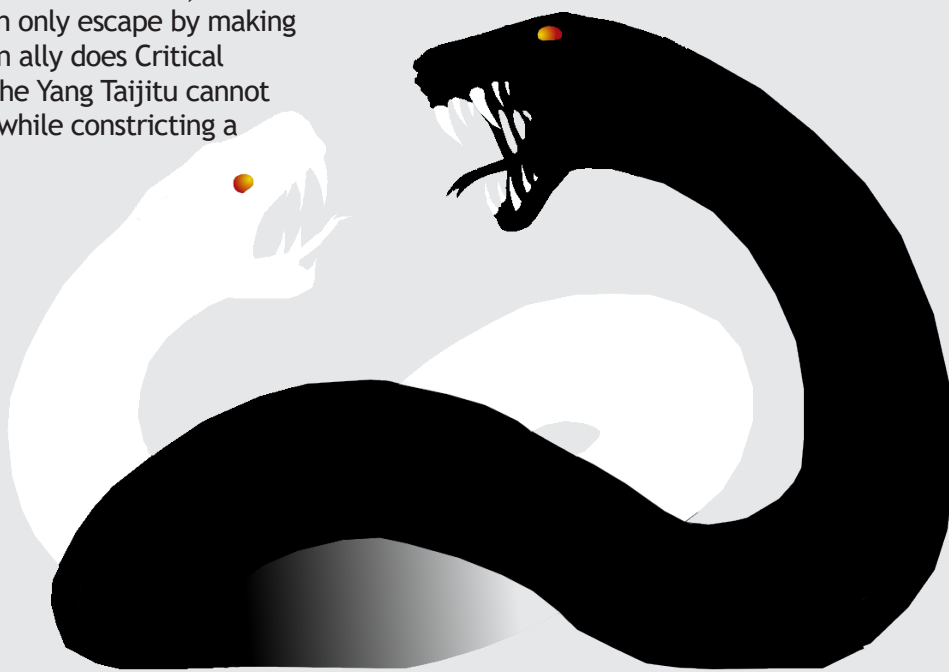
Lancer Queen

Description: Native to the floating islands around Mistral, the Lancer is a large, flying, wasp-like Grimm. Lancers are extremely dangerous and always travel in swarms. The Queen is the largest type of Lancer, and is approximately 20 ft long from jaws to stinger and is massive enough to engage smaller airships.

Health: 105

Speed: 20

Defense: 25	*Critical:* 3d6
Attack: 20	*Damage:* 3, Mandibles
Special: 25	*Damage:* 2, Spike Barrage

Abilities:

Wings - Passive.

The Lancer Queen can fly and hover. It moves two Range Increments when it uses its movement in the air.

Drones - 1 Action.

If no Lancer Warriors are near the Queen, she creates a Swarm of Lancer Drones. Lancer Drones have the same Statistics as Rapier Wasps.

Spike Barrage - 2 Actions. Long Range.

The Lancer Queen launches a Volley of spikes from her carapace. This Special Attack targets all characters within line of sight of the Lancer Queen.

Threat: 1 RoC

Lancer Warrior

Description: Lancer Warriors are extremely dangerous and always travel in swarms. These Grimm are approximately 5 ft long from jaws to stinger. The Lancer's primary Attack is to shoot it's stinger at a target to hold it in place and follow up with its sharp mandibles.

Health: 35

Speed: 25

Defense: 15	*Critical:* 1d6
Attack: 20	*Damage:* 2, Mandibles
Special: 20	*Damage:* 2, Stinger

Abilities:

Wings - Passive.

The Lancer Warrior can fly and hover. It moves two Range Increments when it uses its movement in the air.

Stinger - 1 Action. Long Range.

The Lancer Warrior makes a Special Attack by shooting its Stinger at a Target. Any target struck by this Attack is Held until the Stinger is destroyed or the Lancer retracts it as a Minor Action. The Stinger's Defense Threshold is 20 and has 10 Health. The Lancer Warrior cannot use its Stinger on another target until it willingly retracts its Stinger from the target.

Threat: 0 RoC

Leviathan

Description: This massive Grimm lives in the northern oceans around Atlas. It stands several stories tall and has four humanoid limbs on its reptilian body. It has an elongated dolphin-like snout and a long shark's tail. An unknown number of them exist, as only one has been seen at any given time. Most efforts to defeat the Leviathan are to drive it off rather than destroy it.

Health: 155

Speed: 15

Defense: 30   *Critical:* 3d6

Attack: 25   *Damage:* 4, Claws

Special: 30   *Damage:* 5, Fire Breath

Abilities:

Fins - Passive.

> The Leviathan can swim. It moves up to three Range Increments when it uses its movement in water.

Colossal - Passive.

> The Leviathan can make Attacks against Medium Range targets with its Claws.

Fire Breath - 2 Actions. Medium Range.

> The Leviathan inhales and spews a large cone of electrically charged fire from its mouth. This Special Attack can target up to four characters in range.

Threat: 3 RoC

Manticore

Description: The Manticore has the body and head of a lion, the wings of a predatory bird, and the tail of a scorpion. It also has black fur and feathers with white bone-like spines on its body. Its head sports a horned lion skull and a large, crown-like mane of bone. It can be seen roaming around the snowy tundras of Atlas, attacking caravans and passenger trains in packs.

Health: 65

Speed: 20

Defense: 20   *Critical:* 2d6

Attack: 20   *Damage:* 3, Claws

Special: 25   *Damage:* 2, Fireball

Abilities:

Wings - Passive.

> The Manticore can fly when it uses its movement Action.

Fireball - 1 Action. Long Range.

> The Manticore makes a Special Attack by shooting a Fireball from its mouth. Any target struck by the Attack takes the Damage again at the end of their Action Sequence unless they take an Action to move away from their current position.

Threat: 1 RoC

Nevermore

Description: A huge avian Grimm with a wingspan of over 50 feet. They are notoriously tough creatures known to have no regard for colliding with solid objects. The Nevermore always attacks from the air and is often found alone. Inexperienced Huntsmen and Huntresses need to be particularly creative to destroy this variety of Grimm.

Health: 115

Speed: 25

Defense: 20	*Critical:* 2d6
Attack: 30	*Damage:* 5, Claws
Special: 25	*Damage:* 3, Quills

Abilities:

Wings - Passive.

> The Nevermore can fly. It moves two Range Increments when it uses its movement in the air.

Sturdy - Passive.

> The Nevermore does not take Damage from falling or colliding with structures.

Quills - 2 Actions. Distant.

> The Nevermore launches a flurry of massive feathers from its wings. This Special Attack targets every character below the Nevermore that is not protected by cover.

Threat: 2 RoC

Nucklavee

Description: A truly terrifying creature, the Nucklaveee is extremely rare and dangerous. Few have seen a Nucklavee and those who have are often unable to face one again. It has the appearance of a massive skeletal humanoid atop a horse, but is really one creature. The Nucklavee is about 20 ft tall from head to toe and is constantly racked with horrific twitching motions.

Health: 125

Speed: 20

Defense: 25	*Critical:* 3d6
Attack: 25	*Damage:* 5, Claws
Special: 30	*Damage:* 3, Arms

Abilities:

Fear - Passive.

> Being struck by the Nucklavee instills within the character a deep sense of fear. Characters cannot Attack the Nucklavee while afraid. Characters must roll a Resolve Check (END+DIS) to end this effect.

Arms - 2 Actions. Long Range.

> The Nucklavee stretches its two arms out to each side and spins them wildly, targeting every character within range and not protected by cover.

Threat: 2 RoC

Sabyr

Description: The Sabyr is a large, feline Grimm about the size of a tiger. It has two sword-like teeth that protrude from its mouth. Known for their speed and ferocity, the Sabyr is often a harbinger of larger Grimm, due to the fact that they tend to get to their prey first.

Health: 55

Speed: 30

Defense: 20	*Critical:* 2d6
Attack: 20	*Damage:* 3, Claws
Special: 20	*Damage:* 2, Pounce

Abilities:

Rush - Passive.

The Sabyr moves 2 range increments when it uses an action to move.

Pounce - 1 Action. Close Range.

The Sabyr leaps at a target, making a Special Attack. This leap can be made in any direction, including upward, and can clear short gaps. The Sabyr lands adjacent to its target.

Threat: 1 RoC

Seer

Description: This small and exotic Grimm is physically weak but is still highly dangerous. Seers appear as small floating orbs with numerous tentacles, resembling a jelly fish. All Seers in the world are networked together, like numerous eyes belonging to a single entity.

Health: 5

Speed: 30

Defense: 15	*Critical:* 1d6
Attack: 15	*Damage:* 1, Tentacles
Special: 25	*Damage:* 2, Siphon

Abilities:

Hover - Passive.

The Seer hovers in midair and moves slowly. The Seer cannot be Staggered and only has two Actions in its Action Sequence.

Invisibility - 1 Action.

The Seer turns invisible. To find an invisible Seer, characters must roll a Detection Check (PER+DIS). If the Seer Attacks in any way, it becomes visible again.

Siphon - 2 Actions.

The Seer latches onto a character with this Special Attack. Damage from this Attack is dealt directly to the character's Health. Characters cannot use Resist Defensive Checks against this ability. A Seer can only Siphon one character at a time and can choose to detach itself from the character as an Action. If the Seer takes Damage while attached to the character, it deals the Siphon's Damage again and the Seer is healed by 2 Health.

Threat: 0 RoC

Sphinx

Description: The Sphinx has a slender, furry, feline body, large feathered wings, a four-crested bone mask, and a white snake for a tail. Many theorize the Sphinx is simply an older variant of the Manticore, because packs of Manticore are often lead by a Sphinx.

Health: 85

Speed: 20

Defense: 20   *Critical:* 3d6

Attack: 25   *Damage:* 4, Claws

Special: 25   *Damage:* 3, Tail

Abilities:

Wings - Passive.

> The Sphinx can fly when it uses its movement in the air.

Roar - 1 Action. Medium Range.

> The Sphinx lets out a high-pitched roar bordering on a scream. One Grimm within range can immediately use one of its Special Abilities that normally has a one Action cost without using an Action.

Tail - Passive. Close Range.

> During any Action Sequence, the Sphinx makes an Attack Action with its Claws. It can immediately make one Special Attack with its Tail.

Threat: 2 RoC

Teryx

Description: A quadripedal Grimm with four claws and a pair of wings on its back. The Teryx has reptilian features and is comparable in size to an Atlesian airship. The Teryx is most-easily identifiable from its sharp beak-like skull and vibrant red wings.

Health: 75

Speed: 20

Defense: 25   *Critical:* 2d6

Attack: 25   *Damage:* 4, Claws

Special: 25   *Damage:* 3, Wing Attack

Abilities:

Wings - Passive.

> The Teryx can fly. It moves two Range Increments when it uses its movement in the air.

Reach - Passive.

> The Teryx can make Attacks against Close Range targets with its Claws.

Wing Attack - 1 Action. Medium Range.

> The Teryx lifts onto its hind legs and outstretches its wings, making a Special Attack against all targets in range. Those struck by this Attack are Blinded and knocked one Range Increment away.

Threat: 2 RoC

Ursa

Description: Ursa are large, bear-like Grimm that stand at about 8 ft tall on their hind legs. Its claws and bite are fearsome, and Huntsmen not wary of their surroundings may find the raw strength too much to handle. Ursa should rarely be taken head on by inexperienced Huntsmen as they are usually found in pairs.

Health: 75

Speed: 15

Defense: 20   *Critical:* 2d6

Attack: 20   *Damage:* 2, Claws

Special: 15   *Damage:* 2, Throw

Abilities:

Throw - 1 Action. Long Range.

> The Ursa grabs the nearest large object, typically a boulder or tree, and throws it, making a Special Attack.

Threat: 0 RoC

Wyvern

Description: Thought to be long extinct, this Grimm is the stuff of legend. Where it goes, disaster follows. Since Grimm are drawn to negative emotions, the sight of this monster causes a level of despair that will inevitably lead to a massive influx of Grimm.

Health: 175

Speed: 30

Defense: 30   *Critical:* 3d6

Attack: 30   *Damage:* 5, Claws

Special: 30   *Damage:* 5, Fire Breath

Abilities:

Wings - Passive.

> The Wyvern can fly. It moves two Range Increments when it uses its movement in the air.
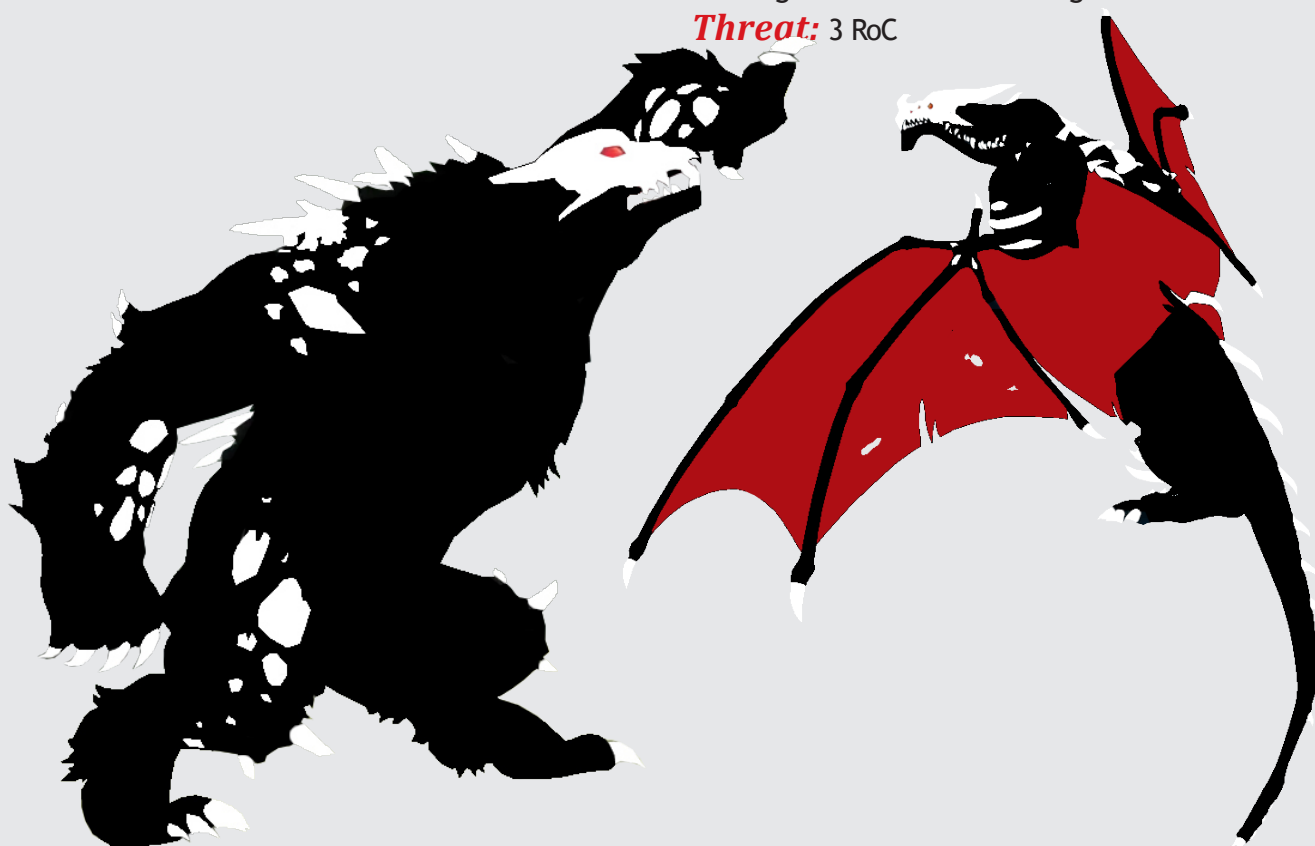
Spawn - 2 Actions.

> The Wyvern can drop a tar-like substance from its body which forms pools on the ground. Up to 3 Creeps, 2 Beowolves, or 1 Ursa can crawl out of a single pool.

Fire Breath - 2 Actions. Medium Range.

> The Wyvern inhales and spews a large cone of fire from its mouth. This Special Attack can target all characters in range.

Threat: 3 RoC

Robots

Robots on Remnant are synthetic entities typically used for security. Both private companies and the military make extensive use of automatons. Robots often have standing orders such as "protect the area" or "destroy target", but they can also be remotely controlled. Some piloted vehicles are also considered robotic enemies if the pilot is completely encased in the vehicle. All robots are made of synthetic materials like metals and ceramics and are generally more resilient than humans or Grimm of similar threat levels. When a robot's Health is reduced to zero, it is destroyed, but it can be repaired given enough time and proper skill.

Atlesian Colossus

The Atlesian Colossus is the last line of defense for Atlas against the largest Grimm that live in the sea. One of the largest Atlesian defense constructs in Remnant, the Colossus has a squat form with long limbs. One arm is outfitted with a drill that can pierce the toughest of Grimm hides, and the other is a rotating dust cylinder.

Health: 160

Speed: 10

Defense: 35   *Critical:* 3d6

Attack: 30   *Damage:* 5, Drill

Special: 30   *Damage:* 4, Dust Cylinder

Abilities:

Colossal - Passive.

> The Crusader can make Attacks against Medium Range targets with its Drill.

Dust Cylinder, Earth - 2 Actions. Long Range.

> The Crusader loads Earth Dust into its cylinder and makes a Special Attack. Any target struck is Held.

Dust Cylinder, Lightning - 2 Actions. Long Range.

> The Crusader loads Lightning Dust into its cylinder and makes a Special Attack. This Attack hits one target plus all Adjacent targets.

Threat: 3 RoC

Atlesian Knight AK-130

Description: An older model of humanoid robot, the AK-130 must actively switch between offensive and defensive combat modes.

Health: 20

Speed: 15

Defense: 15   *Critical:* 1d6

Attack: 15   *Damage:* 2, Arm Blades

Special: 15   *Damage:* 1, Arm Cannons

Abilities:

Transform - 1 Action. Long Range.

The AK-130 swaps out its arm blades for arm cannons. When Transformed, it can only make Special Attacks. It can Transform back with an Action.

Threat: 0 RoC

Atlesian Knight Ak-200

Description: The AK-200s are stronger, faster, and more-reliable than their predecessors. The AK-200 has a rudimentary self-repair system.

Health: 30

Speed: 20

Defense: 20   *Critical:* 1d6

Attack: 20   *Damage:* 2, Rifle

Special: 15

Abilities:

Standard Issue Rifle - Passive.

The AK-200 makes its Attacks up to Long Range.

Repair Protocol - Passive.

Unless the AK-200 is instantly Dispatched or Executed, it is rendered Helpless at 0 Health instead of being destroyed. At the beginning of the AK-200's next Action Sequence, it reactivates with 10 Health.

Threat: 0 RoC

Atlesian Paladin

Description: A newer addition to Atlas' defense force, used when a more-human touch is required in an otherwise android-dominated space. The Atlesian Paladin houses a single pilot and stands over 15 ft tall. It is surprisingly nimble for its size and often ignores any obstacles placed in its way.

Health: 100

Speed: 20

Defense: 30   *Critical:* 3d6

Attack: 25   *Damage:* 3, Auto Cannons

Special: 25   *Damage:* 3, Rockets

Abilities:

Auto Cannons - Passive.

> The Paladin makes Attacks at Long Range.

Rockets - 2 Actions. Medium Range.

> The Paladin locks on and fires a barrage of rockets. This Special Attack targets all characters in range.

Threat: 2 RoC

Atlesian Crusader

Description: An upgraded version of the Atlesian Paladin, the Crusader is stronger, faster, and tougher than its previous incarnation. With a similar build but sleeker design, the Crusader is also capable of housing an AI core to keep soldiers out of harm's way.

Health: 120

Speed: 25

Defense: 30   *Critical:* 3d6

Attack: 30   *Damage:* 3, Slam

Special: 25   *Damage:* 3, Auto Turrets

Abilities:

Charge - Passive.

> The Crusader can move once on its turn without using an action.

Auto Turrets - 2 Actions. Long Range.

> The Crusader fires a sweeping barrage of gunfire. This Special Attack targets all characters in range.

Threat: 2 RoC

Spider Droid

Description: Still a prototype and not yet in full service, the Spider Droid is a machine just under 10 ft tall. It has two arms, and its body is held aloft by four powerful hydraulic legs. A collection of four conductors sit on its back and move into position to activate its powerful charge cannon.

Health: 70

Speed: 15

Defense: 25   *Critical:* 2d6

Attack: 25   *Damage:* 3, Stomp

Special: 25   *Damage:* 2, Charge Cannon

Abilities:

Crawling Frame - Passive.

> The Spider Droid can use its movement to climb on walls and ceilings.

Charge Cannon - 2 Actions. Long Range.

> The Spider Droid transforms its upper body and begins charging a beam. The beam is first aimed at its feet but quickly comes level with the horizon. Target one Adjacent character, plus one additional character within range.

Threat: 1 RoC

Atlesian Valkyrie Gunship

Description: A heavily modified and stripped-down Bullhead, this gunship is capable of adept aerial maneuvers by rotating the omni-directional engines on the tips of its wings. Each Valkyrie carries a single squadron of AK-130 androids for ground operations.

Health: 80

Speed: 25

Defense: 25   *Critical:* 2d6

Attack: 30   *Damage:* 3, Auto Cannons

Special: 20

Abilities:

Auto Cannons - Passive.
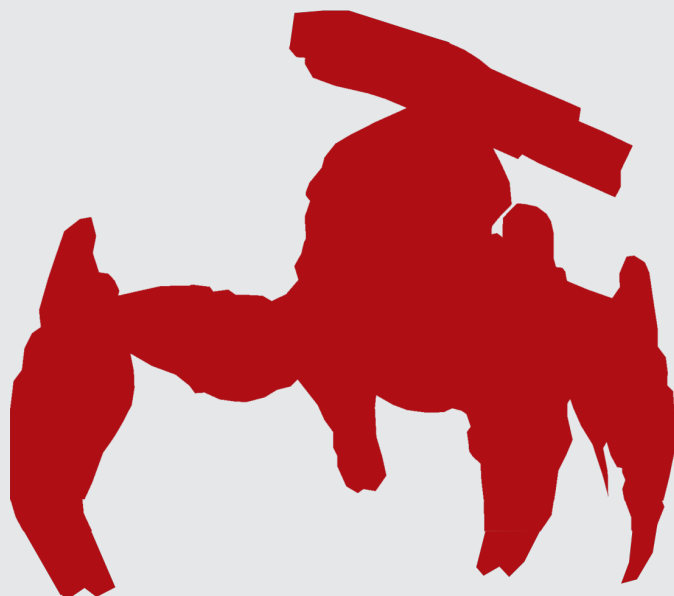
> The Valkyrie makes its Attacks up to Long Range.

Flight - Passive.

> The Valkyrie can fly and hover. It moves up to two Range Increments when it uses its movement in the air.

Deploy - 2 Actions.

> Four AK-130s deploy from the back hatch of the Valkyrie.

Threat: 2 RoC

Sentry

Description: An automaton for civilian security contractors. The Sentry stands about 7 ft tall and wields a double-bladed sword. The Sentry is usually found alongside Suppressor robots.

Health: 50

Speed: 15

Defense: 20   *Critical:* 2d6

Attack: 25   *Damage:* 2, Blade

Special: 20   *Damage:* 2, Double Blade

Abilities:

Double Blade - Passive.

> During any Action Sequence the Sentry makes an Attack Action with its Blade, it can immediately make one Special Attack with its Double Blade.

Threat: 1 RoC

Suppressor

Description: An automaton for civilian security contractors, the Suppressor stands about 7 ft tall and wields a handheld minigun. The Suppressor is usually found alongside Sentry robots.

Health: 40

Speed: 10

Defense: 25   *Critical:* 2d6

Attack: 20   *Damage:* 2, Minigun

Special: 30

Abilities:

Minigun - Passive

> The Sentinel can make Attacks against Long Range targets with its minigun.

EM Field - Passive

> The minimum difficulty for any Semblance or Dust Phial Check while within Medium Range of the Suppressor is equal to the Suppressor's Special Attribute.

Threat: 1 RoC

Humans

Humans are comparatively weaker than Grimm and robotic enemies. There isn't a great deal of variety in possible human opponents that a Huntsman and Huntress will come in conflict with, and a large group is usually necessary to pose a noticeable threat. Generally, human opponents are members of street gangs, the White Fang, or the military. Faunas are interchangeable with all human enemies. When a human's Health is reduced to 0, they are knocked unconscious and rendered Helpless.

Fighter

Description: Fighters are tougher and more-resilient than common thugs and are far more dangerous. Fighters use basic melee weapons, commonly a sword or club. A Fighter has the ability to recover from wounds that would incapacitate most normal humans.

Health: 20

Speed: 20

Defense: 20   **Critical:** 1d6

Attack: 15   **Damage:** 1, Sword

Special: 15

Abilities:

Heal - 1 Action.

    The fighter immediately regains 10 Health.

Threat: 0 RoC

Soldier

Description: Soldiers have significantly more skill or equipment than the common thug, making them far more dangerous. They posses either a pistol or rifle depending on the situation.

Health: 15

Speed: 15

Defense: 15   *Critical:* 1d6

Attack: 20   *Damage:* 1, Firearm

Special: 20   *Damage:* 2, Aimed Shot

Abilities:

Firearm - Passive.

> The Soldier makes its Attacks up to Long Range.

Aimed Shot - 2 Actions. Long Range.

> The Soldier carefully aims his firearm before making this Special Attack.

Thug

Description: Thugs are unarmed and untrained. They are little more than cannon fodder if coming in conflict with a Huntsman or Huntress.

Health: 10

Speed: 10

Defense: 15   *Critical:* 1d6

Attack: 15   *Damage:* 1, Fists

Special: 10

Abilities:

Gang Up - Passive.

> When the Thug Damages a character, all other nearby Thugs deal 1 Additional Damage to that character.

Threat: 0 RoC

Rivals

Rivals are any enemy that have similar capabilities to characters trained as a Huntsman or Huntress. They are almost always human or faunas, but extremely advanced robots or even exotic varieties of Grimm can rival a character. Rivals are exemplified by very high Damage and very low Health Pools, thus conflict with them tends to be very quick and costly. Rivals are not limited to being only evil masterminds or henchmen, but can be mercenaries, tournament opponents, or even another hero on a similar but conflicting quest. Rivals should be tailored to a given adventure and the examples below are just generic stat blocks. Any or all of their Special Abilities can be changed to fit the narrative of the story.

Bruiser Rival

Description: The Bruiser is a combat-focused Rival with strong offensive and defensive abilities.

Health: 20

Speed: 20

Defense: 25 *Critical:* 2d6

Attack: 25 *Damage:* 5, Melee

Special: 20 *Damage:* 4, Ranged

Abilities:

Counter Attack - Passive.

Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Berserk - 2 Actions.

The Bruiser regains all its Health.

Ranged - 1 Action. Long Range.

The Rival makes a Special Attack.

Threat: 1 RoC

Caster Rival

Description: Caster Rivals are defined by their Special Ability.

Health: 20

Speed: 20

Defense: 25 *Critical:* 2d6

Attack: 20 *Damage:* 5, Melee

Special: 25 *Damage:* 4, Ranged

Abilities:

Counter Attack - Passive.

Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Telekinetic Hold - 1 Action. Medium Range

A character is held aloft and is unable to move. Each turn, the character is lifted one Range Increment higher into the air. Dealing Critical Damage to the Caster causes them to drop the hold.

Ranged - 1 Action. Long Range.

The Rival makes a Special Attack.

Threat: 1 RoC

Mastermind Rival

Description: A Mastermind Rival is often the leader of other Rival characters and will control the battlefield in any way they can.

Health: 20

Speed: 25

Defense: 20   **Critical:** 2d6

Attack: 20   **Damage:** 5, Melee

Special: 25   **Damage:** 4, Ranged

Abilities:

Counter Attack - Passive.

Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Suppress - Passive.

Any character within Close Range of the Mastermind is considered Confused.

Ranged - 1 Action. Long Range.

The Rival makes a Special Attack.

Threat: 1 RoC

Operative Rival

Description: The Operative is defined by their stealth and speed.

Health: 20

Speed: 25

Defense: 20   **Critical:** 2d6

Attack: 25   **Damage:** 5, Melee

Special: 20   **Damage:** 4, Ranged

Abilities:

Counter Attack - Passive.

Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Invisibility - 2 Actions.

The Operative turns invisible. To find an invisible Operative, characters must roll a Detection Check (PER+DIS). If the Operative Attacks in any way, it becomes visible again.

Ranged - 1 Action. Long Range.

The Rival makes a Special Attack.

Threat: 1 RoC

Swarms

Swarms are for any encounter that calls for an unorthodox number of combatants. A Swarm is numerous and has as many entities within it as it has Health, but it acts as a single enemy. Characters will defeat multiple members of a Swarm in a single Attack. Swarms can be of any enemy type, not simply the examples given. Swarms of humans and robots are also possible, but these are less common. Typically, any creature in a Swarm is of a weaker and less-threatening variety than its full-grown or trained counterpart.

Swarms and Dust

Certain Dust Rounds and Crystals have special interactions with swarms. Explosive Rounds, Armor Piercing Rounds, and Arc Crystals have the effect "Each damage die rolled against the target has a +1 bonus." Instead of the standard effect.

Collateral Damage is treated as Maximized Damage against Swarms.

Rapier Wasps

Health: 40

Speed: 25
Defense: 15   *Critical:* 1d6
Attack: 20   *Damage:* 1, Needles
Special: 15

Abilities:

Wings - Passive.

> The Rapier Wasps can fly and hover. The center of the Swarm moves up to two Range Increments when the Swarm uses its movement in the air.

Swarm - Passive.

> Rapier Wasps are considered Adjacent to any character within medium Range of the center of the Swarm, and makes attacks against all characters within that range as a single action.

Needles - Passive.

> Each time a character within the radius of the Swarm uses a minor action, the Swarm immediately Attacks that character.

Threat: 0 RoC.

The Apathy

Description: The Apathy is an insidiously dangerous Grimm often found underground and in small groups. The Apathy has a sickening humanoid appearance with gangling limbs and skeletal features. They have a passive field around them that drains the vitality and energy out of anyone who is near it. The Apathy is always aware of the location of any single member in the Swarm.

Health: 50

Speed: 15
Defense: 20   *Critical:* 1d6
Attack: 10   *Damage:* 1, Claws
Special: 25

Abilities:

Swarm - Passive.

> The Apathy is considered Adjacent to any character within Close Range of the center of the Swarm, and makes attacks against all characters within that range as a single action.

Sap - 2 Actions. Long Range.

> The Apathy uses this ability every turn, targets all characters it is aware of within range, and does not need a line of sight. Characters must make a Resolve Check (END+DIS) or lose one Action in their Action Sequence. Each consecutive turn the character fails the Resolve Check, they lose an additional Action. Characters with zero Actions remaining in their Action Sequence are Helpless.

Threat: 1 RoC.

Templates

When an encounter calls for a certain enemy type, but at a greater or lesser difficulty, a Template is used.

Major Enemy

Description: Elder Grimm, prototype robots, and expert humans are Major Enemies. These are far more-dangerous than their normal counterparts. Add the given modifiers to an enemy's stat block.

Health: +20

Speed: -5

Defense: +5   *Critical:* +1d6

Attack: +5   *Damage:* +1

Special: +5   *Damage:* +1

Threat: +1 RoC.

Minor Enemy

Description: Immature Grimm, obsolete robots, and incompetent humans. These are far less-dangerous than their normal counterparts. Add the given modifiers to an enemy's stat block.

Health: -20

Speed: +5

Defense: -5   *Critical:* -1d6, (Min 1d6)

Attack: -5   *Damage:* -1

Special: -5   *Damage:* -1

Threat: -1 RoC.

Elemental Templates

The following Templates are used to add Dust elemental effects to various types of enemies, typically robots and Grimm.

Enemies that don't have a Damage Value associated with their Special Attribute treat the Damage as if it were equal to their Threat Level.

All enemies that possess an Elemental Template are immune to the Dust Effects of the same color.

Red - Fire

Speed: +0

Defense: -5

Attack: +5

Special: +5   *Damage:* +2

Abilities:

Fire - 1 Action. Close Range

> The enemy explodes, willingly reducing its Health to 0 and immediately making a Special Attack against all Adjacent characters. If the enemy is defeated, it automatically and immediately uses the ability.

Threat: +1 RoC

Yellow - Earth

Speed: -5

Defense: +5

Attack: -5

Special: +5   *Damage:* -1

Abilities:

Earth - 2 Actions. Close Range

> The enemy encases itself in rock, becoming completely impervious to Damage until the start of its next Action Sequence.

Threat: +1 RoC

Green - Wind

Speed: +5

Defense: -5

Attack: +5

Special: +0   *Damage:* +0

Abilities:

Wind- Passive.

> The enemy can fly and hover. Enemies already capable of flight move one additional Range Increment when it uses its Action to move in the air.

Threat: +1 RoC

Blue - Water

Speed: -5

Defense: +5

Attack: +0

Special: +5   *Damage:* +1

Abilities:

Water - 1 Action. Medium Range.

> The Enemy shoots a stream of highly pressurized water at its target for this Special Attack. Targets struck by this Attack are pushed back one Range Increment.

Threat: +1 RoC

Orange - Lightning

Speed: +5
Defense: -5
Attack: +0
Special: +5 *Damage:* +1

Abilities:

Lightning - 2 Actions. Long Range.

The Enemy shoots a bolt of lightning as a Special Attack that then arcs to all characters Adjacent to the initial target.

Threat: +1 RoC

Violet - Force

Speed: -5
Defense: +5
Attack: +5
Special: -5 *Damage:* +0

Abilities:

Force - Passive.

The enemy targets characters with its Attack Threshold at one Range Increment farther away. Characters struck by the Attack are pulled one Range Increment closer to this enemy.

Threat: +1 RoC

White - Ice

Speed: -5
Defense: +5
Attack: +0
Special: +5 *Damage:* +1

Abilities:

Ice - 2 Actions. Close Range.

The enemy unleashes a cold blast of air, making a Special Attack against all Adjacent characters. Characters struck by this Attack are Held.

Threat: +1 RoC

Brown - Acid

Speed: -5
Defense: -5
Attack: +5
Special: +0 *Damage:* +0

Abilities:

Acid - Passive.

When the enemy takes Damage, all characters Adjacent to it immediately take one point of Damage.

Threat: +1 RoC

Pink- Sound

Speed: +5

Defense: +5

Attack: +0

Special: +5   *Damage:* +1

Abilities:

Sound - 2 Actions. Close Range.

The enemy emits a harsh noise, making a Special Attack. All characters struck by this Attack are Confused.

Threat: +1 RoC

Black - Light

Speed: +5

Defense: -5

Attack: -5

Special: +5   *Damage:* +1

Abilities:

Light - 1 Action.

While in darkness, the enemy is considered invisible. Characters must make a Perception Check (PER+DIS) to detect it. While invisible, it can use its Special Threshold instead of its Attack Threshold, but immediately loses its invisibility.

Threat: +1 RoC

Enemies By Threat

A quick reference guide to determine the most dangerous enemies characters can face.

Geist
Thug
AK 130
Creep
Seer
Beowolf
Boarbatusk
Lancer Warrior
Soldier
Fighter
AK 200
Centinel
Rapier Wasps
Ursa
Beringal
Griffon
Sabyr
Manticore
Gigas, Petra
Gigas, Arma
Gigas, Glacie
The Apathy
Rivals
King Taijitu
Sphinx
Deathstalker
Suppressor
Sentry
Lancer Queen
Nucklavee
Teryx
Sea Feilong
Nevermore
Atlesian Valkyrie
Atlesian Paladin
Atlesian Crusader
Leviathan
Goliath
Atlesian Colossus
**Wyvern**

ADVENTURE

Game Mastering

Game Mastering is a daunting but very important job. Without the Game Master, no game would be possible. The GMs primary duty during any given roll is to follow the logic of events and explain the consequences of the players' actions. GMs are the ultimate law of the game. They are the window into Remnant for their player, set the conflict, and play every villain and friend. It is a huge undertaking but is ultimately rewarding. The most important thing to remember about Game Mastering in general, is that everyone is there to have fun, GMs and players alike. If the game is fun and has people asking "when is the next game?", then the GM has succeeded. Even though the GM sets obstacles in the path of their players, the GM is never their enemy. GMs have ultimate control over the game and the rules. A great deal of these rules rely on a GM's discretion, especially RoC, the corner stone of the Unofficial RWBY Tabletop RPG.

Example Scene: Junior's Club

Near the docks and under a freeway is a repurposed warehouse filled with noise and people. The characters have been tasked by the Vale Police Department to investigate one of Junior's nightclubs as there is supposed to be a shipment of weapons coming in tonight.

This adventure has a strong focus on social encounters.

The building is approximately 100 ft square, 50 ft tall, and made of steel. It is flanked by identical warehouses on either side and a parking garage in the rear. 10 ft alleys separate it from all adjacent buildings. A large and noisy crowd gathers before the main entrance behind velvet ropes. In the left-hand alley, a fire escape descends about halfway down the building. Junior's gang can be distinguished from civilians by their telltale red ties, glasses, and fine black suits.

ADVENTURE
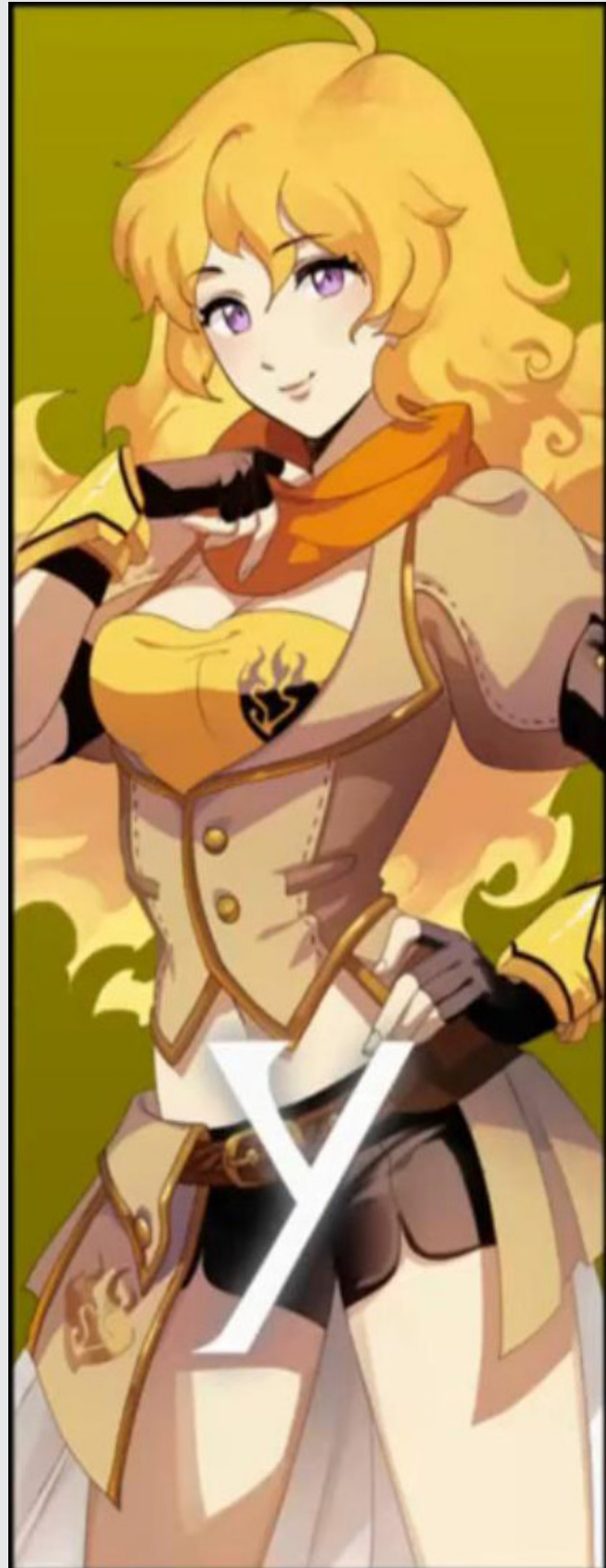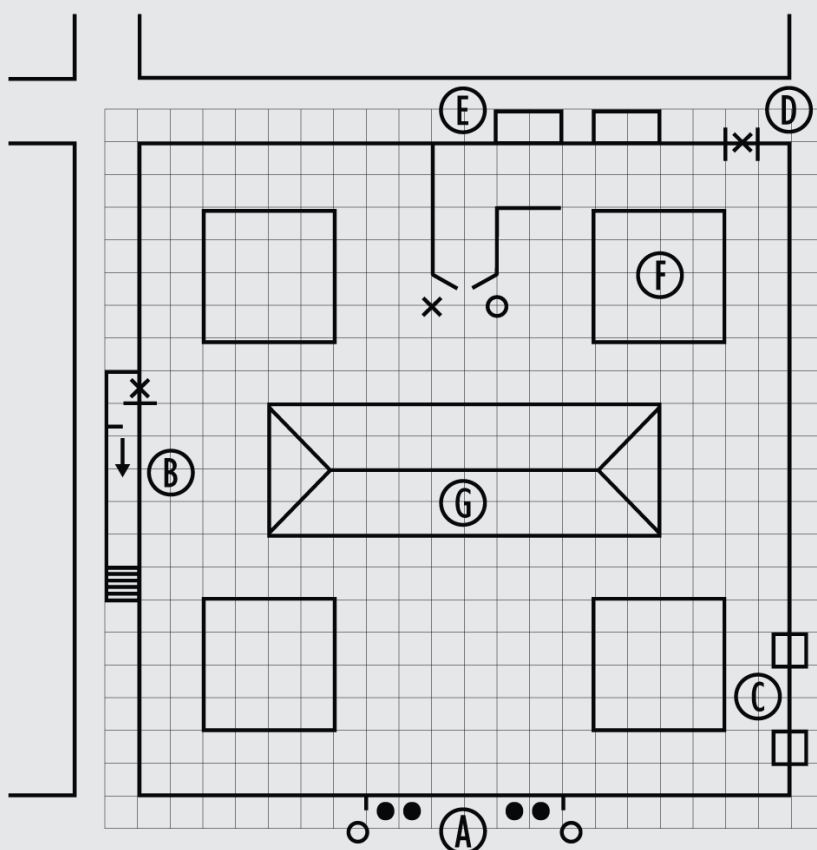
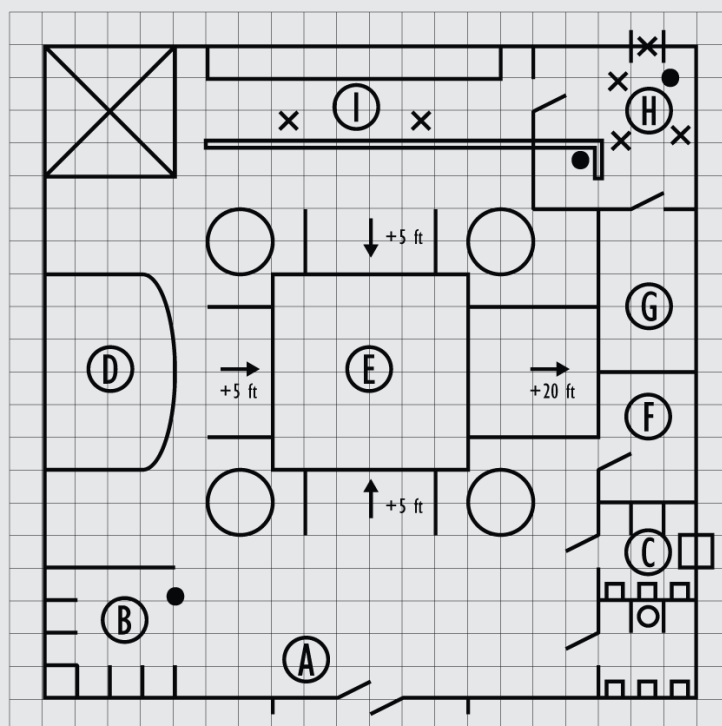**Exterior**

(A) Door

(B) Fire Escape

(C) Windows

(D) Gang Lounge Door

(E) Dumpsters

(F) Air Conditioning Units

(G) Roof Access

Enemies

✕	Soldier
○	Fighter
●	Thug
+	Rival

▢ 5 ft

1st Floor

(A) Door

(B) Private Booths

(C) Bathrooms

(D) Stage

(E) Dance

(F) Storage

(G) Armory

(H) Gang Lounge

(I) Bar

Exterior Map

The Building is 100ft on each side and 50ft tall. In game terms the building is two Long Range increments across and one Long Range increment tall. The Second floor on the interior is a Medium Range from the ground.

A) Doors.

These two sliding bay doors are currently closed, but two normal-sized doors embedded in each are open. In front of the doors stand two Fighters and four Thugs. The Fighters act as bouncers and talk to club patrons; the Thugs are just extra muscle. To enter the club through normal means is a WIL+DIS Check of 10 for a "cover charge". Connects to *A1*.

B) Fire Escape.

A metal walkway that descends from the roof to the second floor. A ladder is locked in place that can drop to the ground. The second floor of the fire escape leads to a locked emergency exit that connects to *B2*.

C) Windows.

Two small windows in the alleyway on the right-hand side. Connect to *C1*.

D) Gang Lounge Door.

Locked door with a sliding eye slot. An Intimidate, Influence, or Bribery Check of 15 opens the door. Connects to *H1*.

E) Dumpsters.

Filled with garbage and debris.

F) Air Conditioning Units.

Four machines sit at each corner of the warehouse roof. They are approximately 10 ft tall and make enough noise to conceal a conversation of average volume.

G) Roof Access

Standing in front of the door are a Fighter and a Soldier. Connects to *F2*.

H) Skylight.

The glass is an opaque red that pulses with the lights from the dance floor but otherwise blocks all vision.

Interior Map, 1st Floor

A large, raised dance floor brightly lit from below with four purely aesthetic glass pillars at each corner. Against the wall directly opposite the door is a bar with a bear-helmeted DJ above. To the left is a stage, and to the right is a staircase that leads to a balcony that rings the room. Everything is dark with flashing strobes of red and white.

A1) Doors.

Same doors as Exterior A).

B1) Private Booths.

A quieter corner of the club is filled with a handful of intimate couples. One Thug stands nearby.

C1) Bathrooms.

There are three stalls on the left, three sinks on the right, and a window opposite the door. Both bathrooms have identical layouts. The men's restroom has a Fighter relieving himself. The women's has two civilians.

D1) Stage.

The stage is currently empty but for a projection screen displaying visuals to accompany the dance music.

E1) Dance Floor.

A raised platform is lit from below and filled with a dancing crowd. The music is loudest here. Directly overhead is a rapidly spinning circle of hanging lights.

F1) Storage.

This room is quiet and mostly filled with extra liquor and a small stock of cleaning supplies.

G1) Armory.

The armory is filled with legal surplus guns for Junior's gang. If a fight breaks out on the dance floor, nearby Thugs will rush this room, pick up weapons, and their Attacks will gain Long Range.

H1) Gang Lounge.

This is a private back room with a card table and a small bar. There are three Soldiers and two Thugs in this room.

I1) Bar.

Two Soldiers stand behind the long, well-stocked bar.

2nd Floor

+20 ft

-20 ft
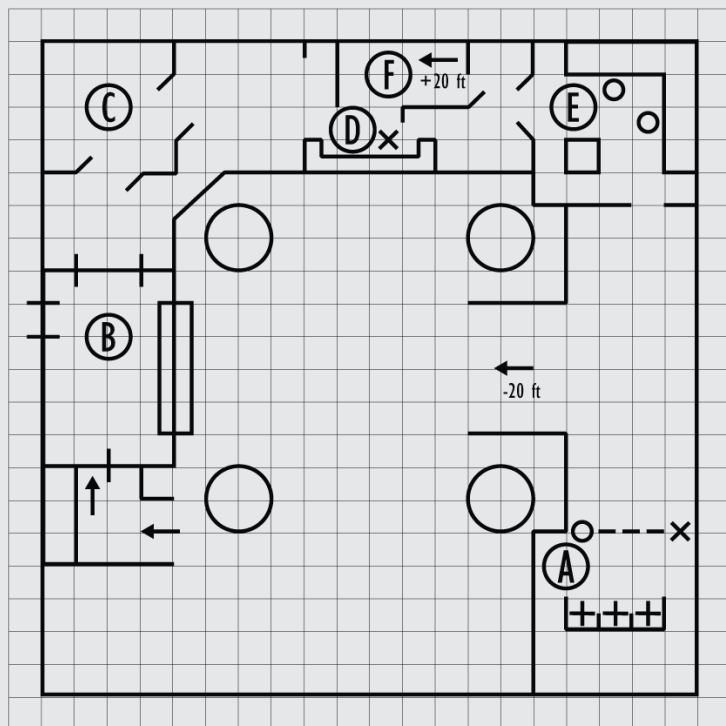
(A) VIP Lounge

(B) Junior's Office

(C) Service Elevator

(D) DJ Booth
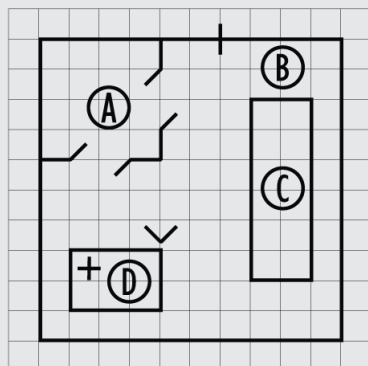
(E) Security

(F) Roof Access

Enemies

✕	Soldier
○	Fighter
●	Thug
+	Rival
⌄	Grimm

☐ 5 ft

Basement

(A) Service Elevator

(B) Loading Dock

(C) Shipping Container

(D) Junior's Car

Interior Map, 2nd Floor

A2) VIP lounge

A Soldier, a Fighter, and a velvet rope divide this area from the rest of the club. Lorenzo Chalk and the Malachite twins sit on a sofa. The Malachite twins each hold one of the key cards necessary to use the service elevator.

B2) Junior's Office.

Every door to Junior's office is locked behind a 20 Lockpicking or Break Check. The room has dark wallpaper and maroon carpet. The music is almost completely inaudible inside. Along a wall, overlooking the dance floor, is a one-way mirror. Inside the office is a desk with a computer and a picture frame. Inside the desk is a large collection of files regarding the legal operations of the club. Junior's computer can be accessed with a Hacking Check of 15. This will reveal a series of emails with an unnamed benefactor who has recently delivered "Stock" to Junior. The benefactor only puts their name down as "C".

C2) Service Elevator.

The elevator is locked with two key cards. It cannot be lockpicked or forced open in any reasonable fashion. It is loud, slow, and any use of it is obvious to everyone in the club. It does not stop on the ground floor. Connects to A3.

D2) DJ Booth.

Sitting in front of a turn table is a Soldier wearing a large, spherical bear-shaped helmet. The DJ also has basic control over the lights on the dance floor and stage. Sneaking behind the DJ requires no Check.

E2) Security.

This room is locked behind a single door that requires at least a 15 Lockpicking or Break Check. There are two Fighters in this room looking at security feeds from the bar, the VIP lounge, dance floor, stage, and loading dock. The loading dock screen shows a shipping container being loaded in by four AK-130 robots supervised by Junior.

F2) Roof Access.

A narrow and darkened hallway that ends with an unlocked metal door. Connects to G.

Basement Map

The basement of Junior's Club is much smaller than the warehouse above it. One wall is almost completely devoted to a loading dock that has been closed by a large rolling door. Storage crates line the back wall. A shipping container is in the center of the room partially blocking the door, a large hole punched through its side. Four destroyed AK-130 robots are lying in heaps around the container. A very nice black car is also parked in here but it is blocked from leaving by the shipping container. The car is currently being assaulted by an Ursa Major.

A3) Service Elevator.

Connects to C2.

B3) Loading Dock.

This has a large rolling door that has been shut. Attempting to open it reveals it has been locked from the outside with heavy chains.

C3) Shipping Container.

On the side of the shipping container is a large hole that has been ripped open from the inside.

D3) Junior's Car.

Junior is inside, cowering as the Ursa Major attacks his car.

The Backdoor

If the characters decide to explore the surrounding buildings before entering the club, they can discover the shipping container in the basement of a parking garage. In this case, the AK-130 droids are still active, the Major Ursa becomes an Ursa, and Junior is upstairs with Chalk and the Malachite twins. In essence, the encounter moves backwards. Junior now has the same stats as a Major Ursa but with Ranged Attacks instead of the Ursa's special ability.

Characters

"Junior" Hei Xiong

The owner of this club, Junior is a large man dressed in a black suit and red tie. He is locked in his armored car and is being assaulted by a Major Ursa. He is unarmed, and has the same statistics as a Fighter.

Lorenzo Chalk

Chalk is a business partner of Junior. He is a rail-thin man with a finely groomed goatee and is wearing an impeccable white suit. He is not brave or smart but considers himself both. If he does fight, he uses a set of silver brass knuckles and a pistol. He oozes overconfidence.

Health: 10

Speed: 10

Defense: 15   *Critical:* 2d6

Attack: 15   *Damage:* 3, Melee

Special: 20   *Damage:* 2, Ranged

Abilities:

Counter Attack - Passive.

> Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

> Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Bully - Passive.

> If a character is Damaged by Chalk, any Damage done by Chalk's allies in the next turn increases by 1.

Ranged - 1 Action. Long Range.

> The Rival makes a Special Attack.

Threat: 1 RoC

Miltia Malachite

One of the Malachite twins, Miltia is identified by her crimson red dress and clawed gauntlets. Both her and her sister appear very aloof and uncaring. She possesses one of the keys necessary to operate the service elevator.

Health: 20

Speed: 20

Defense: 20   *Critical:* 2d6

Attack: 25   *Damage:* 5, Melee

Special: 25

Abilities:

Counter Attack - Passive.

> Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

> Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Link. 1 Action. Long Range.

> Miltia can choose to appear Adjacent to or switch places with Melanie.

Together Forever. 1 Action.

> If Melanie has 0 Health and Miltia is Adjacent to her, Melanie gains 10 Health.

Threat: 1 RoC

Melanie Malachite

The other half of the Malachite twins, Melanie wears a pure white dress and high boots with blades in the heels. Both her and her sister appear very aloof and uncaring. She possesses one of the keys necessary to operate the service elevator.

Health: 20

Speed: 15

Defense: 25   *Critical:* 2d6

Attack: 20   *Damage:* 5, Melee

Special: 20

Abilities:

Counter Attack - Passive.

> Any Attack that misses the Rival's Defense Threshold causes the Rival to immediately Attack.

Special Defense - Passive.

> Semblance Attacks and Dust Phial Attacks target the Rival's Special Threshold instead of Defense.

Link. 1 Action. Long Range.

> Melanie can choose to appear Adjacent to or switch places with Miltia.

Together Forever. 1 Action.

> If Miltia has 0 Health and Melanie is Adjacent to her, Miltia gains 10 Health.

Threat: 1 RoC

Major Ursa

Description: Ursa are large, bear-like Grimm that stand at about 8 ft tall on their hind legs. Its claws and bite are fearsome, and Huntsmen not wary of their surroundings may find the raw strength too much to handle. Ursa should rarely be taken head on by inexperienced huntsmen. Ursa are often found in pairs, so head-on attacks are usually left for the brave and foolish.

Health: 95

Speed: 10

Defense: 25   *Critical:* 3d6

Attack: 25   *Damage:* 3, Claws

Special: 20   *Damage:* 3, Throw

Abilities:

Throw - 1 Action. Long Range.

> The Ursa grabs the nearest large object, such as a car or shipping container, and throws it, making a Special Attack.

Threat: 2 RoC

Further Adventure

Questioning Junior after the defeat of the Ursa will reveal he was receiving what he thought was a shipment of weapons from his business associate, Lorenzo Chalk. This raises several questions and how the adventure continues is determined by how the GM answers those questions.

Lorenzo Chalk could be trying to destroy Junior's Gang as an act of revenge. Characters can retrace Chalk's steps to find out where he acquired an Ursa and what past event he was trying to pay back.

Or Possibly Chalk is being set up by the White Fang. He intended on delivering several thousand Lien worth of weapons to Junior, but the cargo was switched without his knowledge. Similar questions are raised as above with the major characters changing roles.

Example Chapter: Mysterious Island

Off the coast of Vale, a mysterious signal has been suddenly detected, emanating from an island that should be uninhabited. The characters have been tasked with venturing to the island and investigating the source of the signal.

This adventure is very combat-focused.

The characters are being transported to the island via a Bullhead dropship. The island is many miles across and would take several hours to hike from one side to the other. Along the north side of the island is a dense forest, and the eastern side is comprised of a beach and temperate fields. The western side is covered by a tall mountain range and dominated by a single peak. In the center of the island is the caldera of a dormant volcano, now filled with water. In the middle of the caldera is an island with an ancient structure that resembles a castle.

This is all the information the characters have before moving into the in medias res section.

In Medias Res

This mission begins with the characters in their dropship as they approach the island. Immediately, alarms begin to go off and the dropship must take evasive maneuvers. A missile has been launched from the western side of the island, but there is little to be done before the dropship is shot down. Successfully avoiding or deflecting the missile causes another to launch.

Cut immediately to the Characters as they fall. The explosion of the dropship has attracted 3 griffons which initiate combat. While falling, characters must make an AGI + END Check of 15 to move laterally in the air.

At the end of the combat, the characters can attempt an AGI + END check of 25 to land or take 3 points of damage. Characters can also choose to utilize their own landing strategy.

A trail of smoke can be followed to the origin of the missile, a large mountain on the western side of the island. As they land, characters might make one of two choices: to follow after the downed dropship and land in the forest or land closer to the missile battery in the mountains.

☒	Crash Site
■	Missle Platform
🏰	Ancient Castle
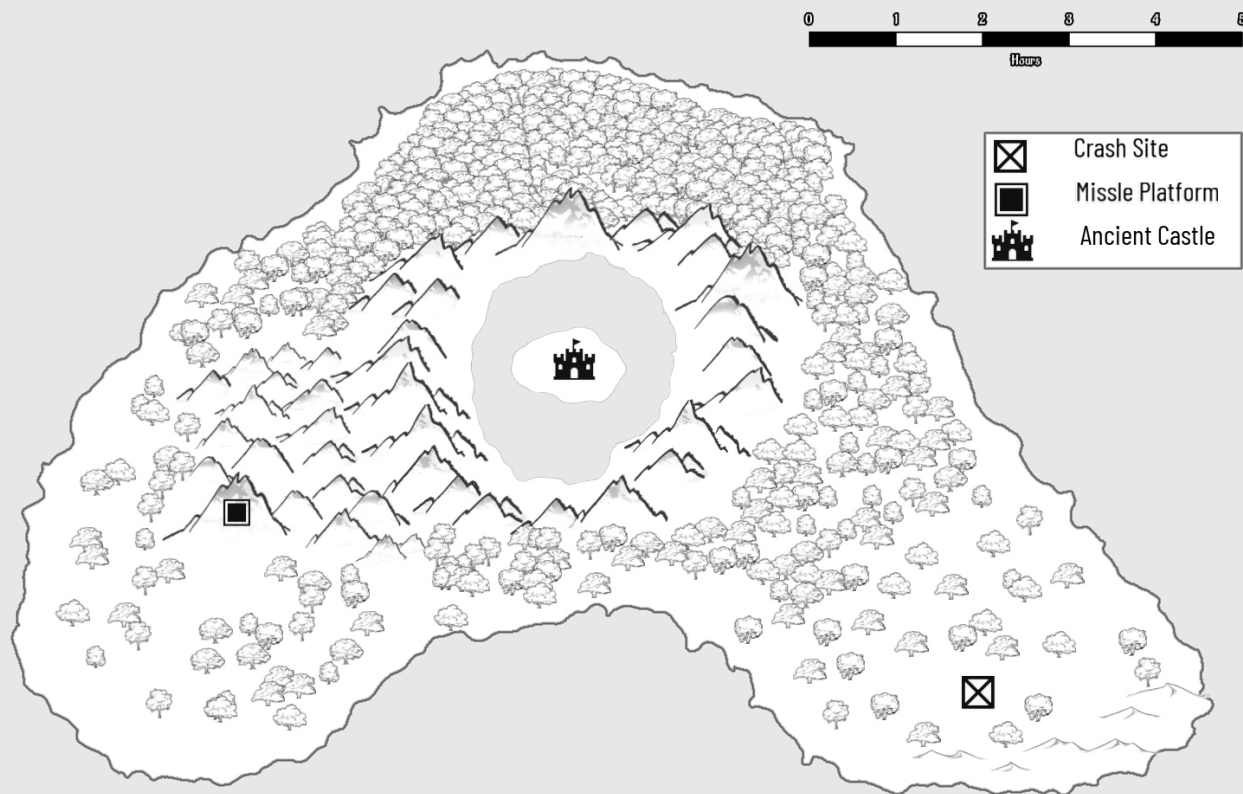
Exploring the Island

The island has three biomes: Forest, Mountain, and Caldera, each of which contains a landmark. From the time they land, characters have about 6 hours until nightfall, and because of the mysterious signal, their scrolls are unable to make contact with the outside world. What order the characters tackle the various landmarks determines the combat encounters they will face. Once characters have faced a given encounter, they will not trigger it again. Characters will also experience a great deal of combat, and so they may be inclined to take breaks between scenes to reset some of their resources. Doing so takes about 1 hour.

Forest

The forest is dominated by large oak and pine trees. The brush in the area provides ample cover for stealth and ambush. Most trees in the forest are a Close Range away from each other, with the occasional grove with numerous adjacent trees.

Daylight Encounter

When traveling to or from the Crash Site in the daytime, the characters encounter a pack of 4 Beowolves lead by a pair of Ursa.

Nighttime Encounter

When traveling through the the Forest at night, the characters will be attacked by a King Taijitu. The sound of combat with attract a second Taijitu.

Landmark: Crash Site

The downed Bullhead is still mostly intact, but it is unable to fly. One of the engines has been completely destroyed and is no longer attached to the fuselage. The ship lies in the center of an impact crater that is a Long Distance across. Flaming debris litters the entire crater.

As characters crest the lip of the crater, they will discover the airship being ripped apart by a Petra Gigas. The cockpit also contains the pilot and an Emergency Medical Supplies Asset.

Mountains

The Mountain region of the island is defined by winding paths and steep cliffs. The air is thin and cold in the mountains with a light dusting of snow on the ground.

Characters quickly find an unpaved road wide enough for a vehicle that leads between the Missile Battery and the Caldera. One side of the path the characters travel has a steep drop off down a cliff.

Daylight Encounter

While traveling down the road in the day, the characters are attacked by a group of 8 Creeps. If the fight lasts too long, the vibrations will attract a pair of Centinels.

Nighttime Encounter

If the characters travel at night or by vehicle, they will be ambushed by a pack of 3 Sabyrs and 1 Major Template Alpha Sabyr.

Landmark: Missile Battery

The Missile Battery is a 50ft tall structure comprised of a small building on four tall stilts. There is a slowly rotating battery of missiles aimed skyward on top of the building. The building is accessed by a winding iron staircase and scaffolding.

As the characters approach the stairwell leading up, the snow on the ground rises and animates into a Glacie Gigas.

There is also a truck parked outside the battery but no keys are inside. The truck can be hot-wired with a successful Hacking or Sleight of Hand Check of 20.

Inside the Battery is a room that is Medium Range from one side to the other with only one entrance. The walls are lined with computer banks and several maps of the island.

The characters can disable the missile battery and allow outside airships to land without making a Check. However, they can choose to try to Hack the targeting parameters with a Difficulty of 25.

The keys to the truck can be found in this room with a Detection Check of 15, and an unknown keycard is also discovered if the characters roll a 20. Access to the truck allows travel between the Missile Battery and the Caldera to only take 1 hour.

Caldera

The Caldera is a basin of water surrounded by a circular ridge of mountains. The island is an extinct volcano and the Caldera was once its molten heart. In the center of the basin is an island with a crumbling ancient castle standing atop it. When the characters arrive in the Caldera, they quickly discover a small, capsized rowboat capable of holding their whole team. Travel by boat takes 1 hour from the shore of the caldera to the central island.

Daylight Encounter

During the day, righting the rowboat releases a swarm of Rapier Wasps. Defeating these Rapier Wasps draws the attention of a Lancer Queen and a Lancer Warrior.

Nighttime Encounter

When crossing the Basin at night, the characters are stalked by a Feilong. A Detection Check of 20 can discover the creature beneath the waves about halfway to the island. When the characters get within a Long Range of the island, the Feilong Attacks. Movement in water requires a successful AGI + END Check of 15. Spending 2 actions to make one movement overcomes this check. The Feilong will not pursue the characters into the castle.

Landmark: Castle Grounds

The walls of the castle are crumbling and have long been abandoned. The gates are closed and can be opened with a Lift Check of 25, and the surrounding walls can be broken with a Break Check of 20. The castle walls are a Long Range from the center of the debris filled courtyard where a 40ft tall collapsed keep stands. With a Detection Check of 15, characters can identify the debris as discarded suits of armor. As the characters approach the door, they discover it is anachronistically modern, made of two sliding metal panels and a slot for a key card. The key card from the Missile Battery fits this door. Opening the door in combat and without the key card requires a Break or Lift Check of 25. If the characters spend an hour, they can open the door without a Check.

As the characters approach the door, they are attacked by an Arma Gigas that rises and animates the fallen armor into a patchwork iron golem.

Keep

Opening the door to the keep reveals a defunct and empty elevator shaft that descends underground. The bottom cannot be seen from the top, and simple investigations into its depth such as dropping a small object reveals it is about a hundred feet deep. Several heavy cables run from the ceiling, presumably to the bottom, where the destroyed elevator lies.

In reality, the shaft is about twice as deep, but about halfway down, a Spider Droid sits dormant. Having an object dropped on it puts it on alert. Characters who climb down slowly have the opportunity to see the Spider Droid from Long Range before it sees them (if it is not alert) with a Detection Check of 20. Otherwise, the Spider Droid comes online as soon as the characters are within Medium Range. If any characters jump down the shaft without climbing, they land on the spider droid and combat initiates immediately.

It is a total of 4 Long Range distances between the surface and the bottom of the elevator shaft with the Spider Droid suspended in the middle. Climbing down the cables requires no special effort, but moving upward requires a successful Climb Check of 15. Spending two actions to make one movement overcomes this Check. Movement along the cables occupies the character's hands.

Laboratory

Connected directly with the elevator shaft is a triangular room with one exit on each wall. The exit leading from the elevator shaft and one other wall have been mostly obliterated with a rough, 10ft hole. The door of the remaining wall is marked with the words "Subject 41 Containment". The tables and counters of the laboratory are filled with computer banks. Debris and technical documents cover almost everything. The room is lit by dull red emergency lights. While within the laboratory, the character's scrolls are completely unusable.

End the scene from the elevator shaft and reset the character's RoC once they enter the laboratory and are out of combat.

Laboratory Secrets

Characters investigating the room can discover maps of the island, and a Detection Check of 20 reveals this island is on a nexus of a variety of subterranean Dust veins. Geologically, the island is extremely unstable, but it is unlikely to sink into the ocean any time soon. With a Hacking Check of 20, characters can get the computers working and see the following symbol.
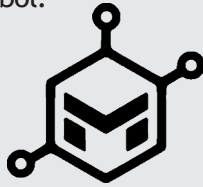
A successful Detection Check of 25 regarding the symbol reveals that it is the logo of a defunct research company called Merlot Industries. Its founder, Dr. Merlot, disappeared many years ago and was presumed dead in the fall of Mountain Glenn.

A further Hacking Check of 25 grants access to the computer and their latest research logs. Revealing the following information:

- Merlot Industries has been operating clandestinely for the last few years all over Vale and this is just one of their research outposts.

- This Island was dedicated to testing the properties of the Geist Grimm. To do so, they set up a device that attracted that specific type of Grimm. That device is shielded from detection by radar and radio.

- Most of the tests involved discovering which substances the Geists could inhabit and the properties of the newly possessed form.

- The second to last log contains a breakthrough. Normally, Geists are unable to inhabit Dust-infused material, but Subject 41 has been manipulated in such a way that it has overcome that disadvantage.

A Hacking check of 30 also reveals the following:

- Final log: Geists cannot inhabit organic material, but Subject 73 was being manipulated to overcome that limitation. They were unintentionally successful when one of the researchers was possessed. Results are promising and they will continue to monitor it. The time frame of the last log lines up to when the signal was detected by the mainland.

Containment Rooms

The room marked "Subject 41 Containment" and the room behind the blown-out wall are similarly shaped and otherwise empty. The walls of these chambers appear to be made of Glass made from Earth Dust and are translucent. The far wall of Subject 41's Containment room is broken outward toward a large, natural cavern.

Dust Cavern

The dust cavern behind the containment chambers is a natural, circular chamber that is a Long Range in diameter. The walls, floor, and ceiling are covered with numerous stalagmites and stalactites. The walls glow and sparkle in scintillating colors as veins of all colors of Dust are present in this room. At Close Range to the center of the cavern are 5 pillars arranged in a circle, as if on the points of a star. Each pillar glows with a unique pair of dust colors: red and brown, green and blue, orange and white, pink and black, and yellow and violet. At the center of the cavern, inside the ring of pillars, is a silver device standing about 15 feet tall with several curved arms rotating around a central axis. The device seems to be emanating a dark, smokey shroud.

Subject 41

The smoke clinging to the device is Subject 41. It is a Geist that is aware of the characters as soon as they enter the dust cavern. It will not attack unless attacked first, or if the characters enter the ring of dust pillars, at which point it possesses and animates the green and blue pillar, shattering it.

While inhabiting a Dust Pillar, Subject 41 becomes one of 5 varieties of Chroma Gigas. When each form of Chroma Gigas is destroyed, Subject 41 possesses the next pillar in order and emerges as the next form of Chroma Gigas at the beginning of its next action sequence. The order that Subject 41 forms these Gigas is the order they are presented on the following pages.

Each time a form of the Chroma Gigas is destroyed, it drops two Dust Shards at 5 Capacity each. Each Shard is made up of one of the elements of that Chroma Gigas.

Chroma Gigas

Storm Chroma Gigas

The Storm Chroma Gigas emerges from the first pillar that Subject 41 Inhabits. What emerges is a Dust crystal about 5ft in diameter infused with a mixture of Blue and Green Dust. The central crystal hovers in the center of a localized storm, obscured by black clouds and buffeting torrential rain.

Health: 50

Speed: 30

Defense: 15   *Critical:* 1d6

Attack: 25   *Damage:* 1, Slam

Special: 20

Abilities:

Storm Elemental - Passive.

Green-Wind and Blue-Water Dust do not function within a Long Range of the Chroma Gigas. It can be affected by Semblances with a strong elemental affinity to those elements but cannot be Damaged by them.

Flight - Passive.

The Chroma Gigas can fly and hover. It moves up to two Range Increments when it uses its movement in the air.

Momentum - Passive.

The damage for Chroma Gigas' slam attack increases by 1 for each Range Increment it travels immediately before the Attack. If Chroma Gigas is subject to the Held status effect it is Staggered instead.

Storm Sphere. 1 Action.

The Chroma Gigas surrounds itself in buffeting wind and rain, granting itself the Cover Status effect until the beginning of its next Action Sequence.

Threat: 1 RoC

Gravitation Chroma Gigas

The second form of Chroma Gigas is a Yellow and Violet quadruped that is 15ft tall with no obvious head or tail. Its back is covered in jagged stalagmites that explode when damaged.

Health: 50

Speed: 10

Defense: 20   *Critical:* 1d6

Attack: 15   *Damage:* 3, Stomp

Special: 25   *Damage:* 1, Reactive Armor

Abilities:

Gravitation Elemental - Passive.

Yellow-Earth and Violet-Force Dust do not function within a Long Range of the Chroma Gigas. It can be affected by Semblances with a strong elemental affinity to those elements but cannot be Damaged by them.

Reactive Armor - Passive.

Any Attack that misses the Chroma Gigas's Defense Threshold causes Chroma Gigas to immediately make a Special Attack.

Gravity Well. 1 Action. Medium Range.

The Chroma Gigas plants its feet and tries to pull all characters within range. Characters must succeed on a STR+PER Check or be pulled one Range Increment closer and become Staggered.

Encase - 1 action.

Chroma Gigas increases its Defense Threshold by 5.

Threat: 1 RoC

Simulacrum Chroma Gigas

The third form of Chroma Gigas is a Pink and Black amalgamation. The Simulacrum Chroma Gigas is a single floating, almond-shaped, crystalline lens that resembles an eye. Chroma Gigas immediately turns invisible after taking shape.

Health: 50

Speed: 25

Defense: 25   *Critical:* 1d6

Attack: 25   *Damage:* 1, Simulacra

Special: 30

Abilities:

Simulacrum Elemental - Passive.

Pink-Sound and Black-Light Dust do not function within a Long Range of the Chroma Gigas. It can be affected by Semblances with a strong elemental affinity to those elements but cannot be Damaged by them.

Simulacra - 1 Action.

The Chroma Gigas creates multiple copies of the characters. Each of these simulacra are humanoid in shape and vaguely resemble the characters of the party. The Simulacra have their own individual action budgets and 1 Health each but share Chroma Gigas' other Attributes. The Chroma Gigas creates one Simulacrum adjacent to each character, and Simulacra cannot outnumber the characters. When a Simulacrum is destroyed, Chroma Gigas takes 1 Damage.

Invisibility. 1 Action.

The Chroma Gigas turns invisible. Chroma Gigas can only be Attacked by a character first making a Detection PER+DIS Check to determine its location. If there are no Simulacra within a Long Range of Chroma Gigas the effect ends.

White Noise - Passive.

As long as at least one Simulacrum is present, Chroma Gigas emits a distracting phantom noise and all Semblances have a base difficulty equal to the Chroma Gigas' Special value.

Threat: 2 RoC

Pyroclast Chroma Gigas

The Pyroclast Chroma Gigas is a combination of Red and Brown dust mixing together on a fundamental level. This penultimate form of Chroma Gigas is about 50ft tall and bipedal with numerous fiery tendrils. While it has a solid structure at its core, its outer layers are a caustic glowing orange liquid that ooze perpetually and pool around the creatures feet. Its swinging arms splash thermite in wide arcs around the chamber.

Health: 50

Speed: 15

Defense: 20   *Critical:* 1d6

Attack: 25   *Damage:* 2, Thermite Splash

Special: 30   *Damage:* 1, Toxic Cloud

Abilities:

Pryroclast Elemental - Passive.

Red-Fire and Brown-Acid Dust do not function within a Long Range of the Chroma Gigas. It can be affected by Semblances with a strong elemental affinity to those elements but cannot be Damaged by them.

Reach - Passive.

The Chroma Gigas can make Attacks against Close Range targets with its Thermite Splash.

Thermite Splash - Passive.

If a character is Attacked by Chroma Gigas, and they do not use a movement action to move out of the pool of burning thermite before Chroma Gigas' next Action Sequence, they take 1 point of Damage. Characters standing adjacent to Chroma Gigas at the start of its Action Sequence are also subject to this Damage.

Miasma - 2 actions. Medium Range.

The Chroma Gigas fills the chamber with a hot, noxious gas, targeting all characters in the chamber. Characters can only make Resist Defensive Checks against this Special Attack.

Threat: 2 RoC

Disaster Chroma Gigas

The Disaster Chroma Gigas is the creature's final form. The Chroma Gigas has a crystalline body that resembles a dragon with four legs, a pair of wings, and a tail.

Health: 50

Speed: 25

Defense: 30   *Critical:* 2d6

Attack: 30   *Damage:* 3, Tail.

Special: 30   *Damage:* 2, Disaster Beam

Abilities:

Disaster Elemental - Passive.

Orange-Lightning and White-Ice Dust do not function within a Long Range of the Chroma Gigas. It can be affected by Semblances with a strong elemental affinity to those elements but cannot be Damaged by them.

Reach - Passive.

The Chroma Gigas can make Attacks against Close Range targets with its Tail.

Wings - Passive.

The Chorma Gigas can fly. It moves two Range Increments when it uses its movement in the air.

Disaster Beam - 2 Actions. Long Range.

Chroma Gigas opens its mouth and exhales a beam of energy at one character adjacent to Disaster Gigas and one other character. If Chroma Gigas is flying, it can target any two characters. Characters hit by this ability are Held. Characters can use a WIL + END check on their turn to shake off the effect, otherwise it lasts until the beginning of Chroma Gigas' next action sequence.

Dragon's Roar - 2 Actions. Long Range.

Chroma Gigas rears up and unleashes a deafening roar. All characters within range must make a WIL + END Check or be Stunned in fear until the beginning of Chroma Giga's action sequence. Once a character has been stunned by this ability, they cannot be stunned by it again. Characters who fail the initial skill check cannot attack Chroma Gigas until they spend an action and succeed on the skill check on a subsequent turn.

Threat: 3 RoC

Escaping the Island

When Disaster Chroma Gigas appears, the last support pillar for the Dust chamber is destroyed. The structural integrity of the chamber is compromised and the whole complex begins to collapse.

The characters can destroy the device at the center of the Dust Chamber with a Break Check of 20. If the characters are not in combat, they can destroy it without a Check. Once the device is destroyed, the characters' scrolls begin to function again.

After two full Action Sequences are taken by Disaster Chroma Gigas, the ceiling will collapse. All characters in the Dust Chamber must make a Defensive Check of their choice against a Difficulty 25 as stalactites fall upon them. Any character who fails this Check takes 1 Damage. Repeat this Check after each of Chroma Gigas' Action Sequences. The device in the center of the room is destroyed after the first round of Checks. Chroma Gigas takes 5 Damage during each of these events. The Dust Chamber collapses when it is no longer occupied.

If Chroma Gigas is still alive when the device is destroyed, it will try to escape the chamber to the castle courtyard. If the Missile Battery's targeting parameters were hacked, Chroma Gigas takes 5 damage and loses its Wings Ability..

When the characters make it to the surface, they may be confronted with additional enemies. Each of the Geists that survived their encounters at the various landmarks around the island appears in the courtyard as an Arma Gigas. However, these Arma Gigas have half their normal Health.

Characters can make a call for pickup once they are on the surface and the device has been destroyed. The airship will not be sent if the missile battery has not been disabled.

The chapter ends when the characters leave the island. If they rescued the pilot from the crash site, they can choose to gain access to either the Emergency Evac or Emergency Gunship asset. It is also appropriate to give each character an asset in the form of one color of dust as part of their weapon design for free.

Adventure Hooks

Adventure hooks are means to draw players into a story, hinting at danger and subsequent reward. Some adventure hooks ask a question, some are rumors, and some are designated missions. Each of the following is a starting points for GMs to create their own adventures, and they also include examples of NPCs as a possible rivals, allies, or the subject of investigation.

Blue Dust Mine

Description: A Blue Dust mine has exploded for no apparent reason. Blue Dust mines are known to flood, but none have ever exploded before.

Example NPC: Arcturus Cobalt, bear-faunus civilian. Foreman of the mine with little respect for Huntsmen of Huntresses.

Walls of Vale

Description: A huge surge of Grimm has been recorded on the walls of Vale. What's more, the Grimm that have been recorded are native to Atlas.

Example NPC: Danin Argint, Ace Atlesian Valkyrie Pilot. He is on assignment with his wing of Valkyries from Atlas to provide air support for defenders on the wall.

Vital Festival

Description: The Vytal festival is fast approaching and new competitors are in town. Huntsmen and Huntresses from all over Remnant are exhibiting some cultural differences with locals, which can sometimes be dangerous to civilians.

Example NPC: Ceres Corcra, Vacuoan Huntress. A brawler who likes to fight with her hands. She has fought in a few underground fighting clubs and has already caused a significant amount of damage.

Missing Faculty

Description: A teacher at Beacon is missing. Only a small number of people know that she left a note behind saying that she shouldn't be followed.

Example NPC: Professor Valentine, professional Huntress. She had a storied past on both sides of the law before going straight and "retiring" into the teaching profession.

Crashed Airship

Description: An Atlesian airship has crashed in the desert and no one is on board. There are no obvious signs of a Grimm attack, and the secret cargo the ship was carrying is also missing.

Example NPC: Captain Nera Sands, cat-faunus soldier. She is known for running more-dangerous routes in the name of speed. She is secretly a smuggler for parties she does not entirely endorse.

White Fang Submarine

Description: A submarine with the markings of the White Fang washes up on shore, its hull torn asunder. Its manifest suggests there are at least three other submarines operating in the area.

Example NPC: Yang Day, civilian. An old fisherman who is known around town for being full of stories of sea monsters and other tall tales.

Exotic Dust

Description: Someone is selling an exotic form of Dust that is being used as a very dangerous recreational drug. It appears this Dust was designed in a lab for an even more-nefarious purpose.

Example NPC: Boris Ozovoy, Huntsman in training, was hospitalized after using the Dust in question. He claims he could hear people's thoughts while affected by the dust, and now he hears only phantom voices.

Beyond Remnant

The RoC system is meant to be an avenue through which elaborate action scenes can occur, and players can be rewarded for their creativity in a simple and easy to pick up manner. These concepts are not limited to Remnant and the world of RWBY. Characters could just as easily be superheroes inspired by comic books, soldiers in power armor on the frontiers of space, mech pilots during a civil war, or even the medieval fantasy that was the origin of tabletop RPGs. Any story a GM wants to tell, any land players wish to live in - Remnant is only the beginning of the worlds to be explored.

84

RWBY

Created by Monty Oum
Property of RoosterTeeth 2020

Credits

Lead Game Designer
Andrew Diederich

Graphic Designer
Brannon Wardwell

Editor
Aaron Earl Young

Assistant Game Designer
Timothy Wheeler

Special Thanks
Monty Oum
Rooster Teeth
The Charisma Solution
r/rwbytabletop
FNDM
Josh Partridge
Kelly Korsunky
DemonResurrect427
Dylan Floodeen

Contact:
Email:
UnofficialRWBYTabletop@gmail.com
Reddit:
/u/EnderofThings
Roosterteeth.com:
EnderofThing

Support

The Unofficial RWBY Tabletop RPG will always be made available for free, but if you are interested you can support this project on Patreon at:

patreon.com/EnderofThings

Otherwise, simply playing and sharing this game is all I ask. Thank you.

Patrons

Antelod

Davis McGrath

Delaney LeBlanc

Gwen

1¢

Toshi_MalePred

Jesmark Mikesell

Zorin23

Samatha Molitor

Jacob Jete

Noah Hietbrink

Zachary Stinson

Defense Threshold Effects

+0	Base Damage

+5 Bonuses

+5	Critical Damage
+5	Stagger Target
+5	Confuse Target

+10 Bonuses

+10	Maximize Damage
+10	Cripple Target
+10	Collateral Damage
+10	Any +5 Bonus

+15 Bonuses

+15	Cleave Target
+15	Stun Target
+15	Any +10 Bonus

+20 Bonuses

+20	Dispatch Target
+20	Any +15 Bonus

Attributes / Example Skill

Attributes	Example Skill
STR+AGI	Jump
STR+END	Lift
STR+WIL	Intimidate
STR+PER	Grapple
STR+DIS	Break
AGI+END	Climb
AGI+WIL	Pickpocket
AGI+PER	Dodge
AGI+DIS	Stealth
END+WIL	Performance
END+PER	Resistance
END+DIS	Resolve
WIL+PER	Influence
WIL+DIS	Hacking
PER+DIS	Detection

RWBY
**Unofficial Tabletop RPG
Quick Reference Sheet**

Attack Actions

Melee Weapon Attack
Accuracy: Melee Weapon Style
Range: Adjacent
Damage: 1d6 + STR

Ranged Weapon Attack
Accuracy: Ranged Weapon Style
Range: Long Range
Damage: 1d6
Capacity: -1

Thrown Melee Weapon Attack
Accuracy: Melee Weapon Style
Range: Close Range
Damage: 1d6
Special: Weapon falls at Target's Feet

Semblance Attack
Accuracy: WIL + Relevant Attribute
Range: Close Range
Damage: WIL

Unarmed Attack
Accuracy: STR + END
Range: Adjacent
Damage: STR

Dust Phial Attack
Accuracy: DIS + Color Dependent
Range: Close Range
Damage: DIS
Capacity: -2

The Unofficial RWBY Tabletop RPG has been a labor of love since October 2014. After being introduced to the jaw-dropping animation style and unique world, I immediately wanted a way to put myself into Remnant. Finding no satisfactory game to fulfill that fantasy, I started work on the book you see before you. It began as an expletive-filled, tongue and cheek modification of a popular Tabletop RPG, but in the time since, it has evolved into something else entirely. This game was created with three major design philosophies: keep it simple, lore friendly, and allow players to play however they want, and it is my hope that this has held true. Moving forward, this project will likely never be "finished", as there is always more to be added and adjusted, and with every new piece of information we learn about the world of Remnant and RWBY, this game will adapt. Ultimately, my dream is to see this in the hands of the creators of RWBY and to work with them in making a fun and easy to play game for fans, as well as a thorough and accurate resource for anyone who wishes to experience and learn more about this fantastic world on their own.